

# GAME BOY EXCITEMENT

# GB ACTION

Christmas 94 ISSUE 33 £1.95

## THE LION KING

Disney

**MICRO MACHINES**  
**THE FLINTSTONES**  
**JURASSIC PARK 2**  
**MADDEN'95**  
**GOLF CLASSIC**  
**MONSTER MAX- FULL GUIDE BEGINS**



**SEAQUEST • TINY TOON ADVENTURES WACKY SPORTS • WARIO CONTINUES**



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the average bear.

*(Yogi™ Bear)*

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## CHRISTMAS PREZZIES, AREN'T THEY GREAT

So the mag will be on the shelves a month before Christmas. That gives you plenty of time to send us some prezies

### Andy Sharp



#### Editor

"All I want is a break" was the plaintive cry from Andy. He's been so rushed, nipping off to the butty van, lowering his handicap on PGA Golf, oh, and writing a few lines for the mag, that he craves a holiday. So, Santa, a plane ticket to Canada might not go amiss, and don't worry if you can only make it one way.

### Rob Smith



#### Deputy Editor

Predictably, a Sheffield United season ticket tops Rob's list winging its way to Santa. His hope is that this will secure his seat as he watches the Blades push for promotion and regain their rightful place in the top flight. The deluded state of the boy is quite tragic. Perhaps a few free sessions with a psychologist will cure him of this sad affliction.

### Lionel Hunter

#### Not So New Art Geezer

At the top of Lionel's list to Santa is a wife. Wedded bliss seems to be the ideal present for our romantic art editor. "He's got a lot to learn" was the response muttered by many. Curiously, all the people expressing doubts were, in fact, married.



### Neil Jackson

#### The Intro Meister

Neil has offered the ubiquitous "something ream" comment for the desired contents of his Christmas stocking. That's helpful. Although a rather large bag of sweets and some beer wouldn't go amiss. The simple things in life for the simple...



# GB ACTION

## PURE COLOUR GAME

We've got a whopping nine reviews for your delight and delectation. Add a few previews, a review of the year, top compos and you can see why every Game Boy owner buys GB Action

The exclusive  
Game Boy  
review of  
Disney's super  
Lion King



The deep  
sea adven-  
ture splash-  
es onto the  
Game Boy in  
fing style

### 06/NEWS

The hottest news on some of the games which are being prepared at this very moment for release either at Christmas or early in the New Year. We've got details of Nintendo's imminent launches and a whole bunch of Acclaim goodies too. Oh, there's a gratuitous babe pick as well

### 08/REVIEWS

Just cast a glance around. What other mag gives you nine full reviews? And just check out the quality. The future looks rosy for Game Boy owners when games of the standard of Micro Machines are being produced. Madden, The Lion King and The Flintstones get the full treatment too

### 20/PREVIEW

The Pagemaster is soon to be released in both Game Boy and celluloid form. This vehicle for the 'talents' of 'Mac' Culkin features plenty of books, plenty of jumping around on platforms and plenty of horrors to overcome. Nintendo's Soccer gets ready to kick off too

### 32/TIPS, GUIDES

Would you believe that the Wario guide continues? Now into its eighth instalment, guides just don't come much fuller than this. We also pre-empt all your struggles with the classic Titus game Monster Max. The first part of the guide takes you through the opening level

### 56/LIBRARY

Constantly updated, the Buyers Guide features a huge array of games which may lurk in stores across the country, tempting you out of your hard earned cash. Check it out to see what's good and what's Sheffield Wednesday on the Game Boy market

Big screen fun/n  
frolics arrive with  
the rotund frame  
of Fred Flintstone



the  
Pagemaster

THE FIRST  
SIMULTANEOUS  
MOTION PICTURE  
AND VIDEO GAME  
RELEASE IN  
HISTORY!

An exclusive preview of the  
game to be released at the  
same time as the film

#### Those GB Action kids

Editor: Andy Sharp, Deputy Editor: Rob Smith, Not So New Art Geezer: Lionel Hunter, Production Meister: Neil 'muller' Jackson, Ad Manager: Simon Lees, Ad Sales: Jane Normington, Ad Production: Barbara Newall, Marketing Manager: Lucy Oliver, Production Manager: Sandra Childs, Circulation: David Wren, Commercial Director: Denise Wright, Managing Director: Ian Bloomfield, Chairman: Derek Meakin, Systems Manager: Dave Stewart. Printed and bound by: Duncan Webb Offset (Maldstone) Distributed by COMAG

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Thanks to: Green Day for a top gig at the Boardwalk, Henning Berg for that 'vicious' tackle on Lee Sharpe, Paul for the constant 'muller' jests - still funny?, and that's about all

The final countdown  
to Christmas can bring  
all kinds of develop-  
ments on the GB front

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# THE BOY EXCITEMENT

## 10/ MICRO MACHINES



## 48/MANGA

The epic Guyver series continues with part eight. A beauty it is too. There's also Cyber City and the second instalment of the Appleseed story. And don't miss out on your chance to win copies of these in the compo on page 7



## 7,16,50/COMPOS

The compos just keep getting better. As well as an array of Manga vids we also have a Game Boy and some Taz 2 and Daffy carts up for grabs. Fancy winning some badges? Then get your entries in soon. Copies of The Lion King could also be winging their way to your doorstep

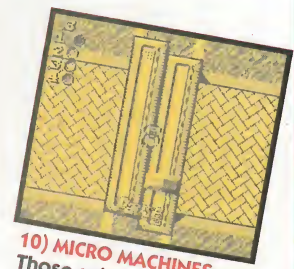
# WIN!

**Manga, Lion King, Taz and Daffy goodies**

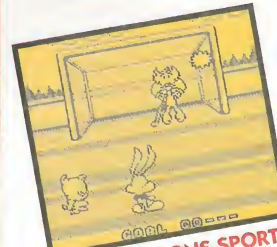
Another top month of amazing reviews. Just check out what could be in your Xmas stocking



**8) THE LION KING**  
A roaring stunner of Game Boy animation



**10) MICRO MACHINES**  
Those suicidal little blighters return



**12) TINY TOONS SPORTS**  
Take part in the Olympics - Toon style



**14) SEAQUEST DSV**  
Underwater action with loads of missions



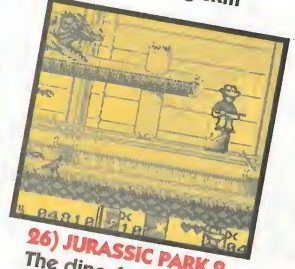
**20) MADDEN '95**  
A very true, very real, very great Am Foot sim



**22) GOLF CLASSIC**  
A couple of courses to test your swinging skill



**24) THE FLINTSTONES**  
Meet the Flintstones, big screen style



**26) JURASSIC PARK 2**  
The dino-fest remastered for another go



# NEWS

FROM THE GAME BOY WORLD



More up-to-date and in-depth news items than you can shake a particularly stick-like stick at, that's what these two pages contain and no mistake

## A NEW INVASION

**T**he retro revival is in full swing, with the Game Boy's yellow and black being seen as the ideal format to regurgitate old classics. We've been promising coverage of the all-new-but-actually-identical-to-the-original Space Invaders for some time, and at last, we've got some screenshots (see below).

The whole aim of this rejuvenated blast is to produce an almost identical copy of the one which first saw the youth of Britain pumping their 10 pence pieces into arcade slots. Nintendo have been very accurate in their recreation, from the colour and blockiness of the graphics, right through to the style of movement.

Space Invaders should be ideally suited to the SGB, with its maximum 13 colours

being displayed to give an even greater air of classic authenticity.

Also on its way from Nintendo is Game Boy Gallery, a collection of five simple but entertaining games all packed on to a single cart.

Is anyone out there old enough to remember the old 'Game and Watch' series which were featured on the original LCD screens? Well, those games have been brought back from the great arcade graveyard in the sky and packed on to one cart.

Game Boy Gallery features Cement Factory, where you have to help blobs of cement fall on to the lorries.

Then there's Manhole, where you've taken a job at the local council as a manhole and have to bung all the holes so that the public

don't injure themselves! Hmm, nice concept.

The curiously titled Ball follows you from the council to the circus, where, to impress your new employers, you need to display some smart juggling skills with the help of some arm extensions.

Pest control is the next line of work, and mole extermination is the name of the game in Vermin. The little critters need to be bashed over the head as they surface. Harsh or what?

Finally, after four jobs you just can't get to grips with, you enter the leisure industry. A fascinating task holding up flags telling people their time is up should keep you occupied for a while.

It's all packed on to one cart and it's coming your way soon. We'll have more news next month.

## BUBSY 4 DANI

**G**ame launches are getting bigger by the day, as proven recently when Accolade launched Bubsy 2 at a huge party at HMV Level One, Oxford Street, London.

One of the star attractions was Dani Behr, former girlfriend of Ryan Giggs, but now seen on the arm of

the handsome Bobcat. Lots of other famous geezers were there too, but all attention was focused on the 'sex kitten' from The Word. This is what Bubsy had to say, "Sure I'm handsome, adorable and incredibly talented, but I still put my pants on one leg at a time." Er, yeah.



Ooh Dani, you really are the talented one aren't you. We think you're worth every penny of the money you earn. Yeah right



## FIFA DELAY

The release of the eagerly awaited FIFA International Soccer has been put back until February, as it appears that a couple of little problems still need to be ironed out by the developers, Probe.

For all those people anxiously waiting to see what it will turn out like, look on the bright side. This delay means that you're not going to get palmed off with some sub-standard conversion that attempts to try and cash in on the popularity of the game. Much extra time, effort and energy is being expended to make sure everything is of the highest quality.

As the creases get ironed out and the bugs exterminated, we'll keep you up-to-date with the latest shape of this potential chart topper.



SQUIDDEL



## ACCLAIM STILL KEEPING BUSY

**R**ather than rest on their proverbial laurels, Acclaim, who recently brought us MK2, are forging ahead with a veritable plethora of games ready to grace your Game Boy in the coming months.

First up is Itchy and Scratchy, which scored an admirable 86% when it was reviewed back in issue 29.

Due to copyright problems with the licence of these characters from The Simpsons, the scheduled release had to be delayed until January. Still, this amusing and original puzzler featuring the alternative Tom and Jerry combo, is one worth waiting for. Itchy and Scratchy manage to find all kinds of violent things to do to each other on a crazy golf course, and good fun it is too.

Arriving early in the new year is the licence to the smash hit Arnie film, True Lies. We'll have a top preview of this explosive action adventure next month. Also coming your

way is NFL Quarterback '95, which will probably have something to do with NFL quarterbacks, in 1995, at a rough guess.

Then there's Stargate, which sounds a bit on the sci-fi side of the gaming spectrum. Should be a bit of a blast by all accounts.

Monster Trucks is also scheduled for a December release from the Acclaim stable, or should that be garage. Y'know those great big machines with the huge wheels that drive over ridiculously tricky terrain? Well it's all about them. Surprisingly enough.

As the professional wrestling circuit continues to defy logic and remain hugely popular, another sim is on its way. For all fans of such muscle-bound grappling, WWF Raw should be ready for a full airing in time for next month's packed to the gills issue. It'll no doubt feature more contrived action as you try to win one of the many championships up for grabs.

## MORTAL KOMIC

**A**s Mortal Kombat 2 takes up where the first instalment left off – at the top of Game Boy owners' list of wants – the merchandising bandwagon gets into full swing

with the release of a comic. Published by Malibu Comics, it tells the tale of Shang Tsung's epic tournament in glorious technicolour.

Each character describes the story of how they came

to be there, and Hollywood star Johnny Cage is included for the Game Boy owners who missed him the first time around.

You should be able to find it in specialist comic shops.

### COMPO COUPON

MANIC COMPO, GB ACTION, EUROPRESS DIRECT,  
PO BOX 2, SOUTH WIRRAL,

### FIVE COPIES OF EACH OF THIS MONTH'S RELEASES UP FOR GRABS!!

Answer these rather simple questions by referring to our Anime feature on page 48 and you could be in with a chance of winning a copy of each of Manga's November releases.

1. By what is the city of Olympus ruled in Appleseed?

- a) Biodroids                      b) Androids                      c) John Major

2. In which century is Cyber City set?

- a) 1st                                  b) 29th                                  c) 21st

3. How many chapters of The Guyver will there be by the end of the year?

- a) 1                                      b) 8                                      c) 12

#### ANSWERS

- 1) \_\_\_\_\_  
2) \_\_\_\_\_  
3) \_\_\_\_\_

All employees of Europress Publications and their families are banned from entering. The Editor's decision is final and no correspondence or phone conversations will be entered into.

Name \_\_\_\_\_  
Address \_\_\_\_\_

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## NUTZ!

The colourful SNES platformer starring a cool squirrel by the name of Mr Nutz is heading in the direction of the Game Boy, courtesy of Ocean. The SNES version of this cutesy platform adventure bristled with bright colours and rated 93% in our sister mag, Super Action.

Whether this further foray into the land of the platformer will yield an exciting adventure, full of depth and gameplay, is yet to be seen, but we'll have a preview in next month's action-packed, festive issue.

## UK CHART

This is the chart to be believed. ELSPA have the most accurate chart-rendering facilities known to man

- 1) WARIO LAND Nintendo
- 2) DONKEY KONG Nintendo
- 3) TETRIS 2 Nintendo
- 4) SUPER MARIO LAND Nintendo
- 5) MORTAL KOMBAT 2 Acclaim
- 6) KIRBY'S PINBALL LAND Nintendo
- 7) OUT TO LUNCH Mindscape
- 8) ROAD RASH Ocean
- 9) KONAMI GOLF Konami
- 10) NIGEL MANSELL'S Nintendo

MK2 disappears from top spot after just one month, with Wario resuming the position he'd held for ages. The main surprise is the emergence of Out To Lunch and Road Rash at seven and eight. There's no accounting for taste.



# REVIEW



**Can you carry Simba through his quest to become The Lion King? Virgin's latest blockbuster puts you to the test**

**T**hose amongst you who were fortunate enough to have a dabble at the last Disney licence, Aladdin, will be pleased to see the imminent release of The Lion King. And there's no denying it, The Lion King takes Aladdin to the cleaners in terms of gameplay, graphics and overall challenge.

The latest Disney movie has opened to mass worldwide approval, and has outperformed Aladdin at the US cinema box office with ease. It's not surprising then to see the cart putting Aladdin in the shade too.

Simba, for it is he who is destined to become the Lion King, has to battle through level after level to win his crown. This involves getting plenty of help from his jungle buddies such as giraffes and hippos.

It's certainly a rare thing to see wild animals helping each other don't you think? They're usually too busy squabbling over half a rotten wildebeest carcass or killing each other! But we must remember that this is a Disney licence, and Disney cartoons are all cute and cuddly.

Aaaah! Isn't that sweet?

This is a platform extravaganza of epic proportions. Quality oozes from every corner of this four Meg cart, and the main sprite has more animations than you would believe.

The superbly crafted backgrounds help make the jungle burst into life, and bar the terrible song by Elton John, the atmosphere of the film has been painstakingly recreated. Which brings me neatly to the Circle of Life. This is exactly what Simba's father teaches him

about the balance of nature. Spooky!

There are many aspects to this game which will leave you gob-smacked, and the variation in gameplay is just staggering, considering this is supposedly a platform cart.

Platform fans need not be put off either, as this has much more depth than your average run and jump effort.

Monkeys will throw you over obstacles safely, rhinos will propel you to the safety of the trees and giraffes allow you to hop across water obstacles. There's even an ostrich which provides some fast scrolling action as you whizz gracefully across the plain. And I've barely scratched the surface!

As if all of this wasn't enough, there's a bonus game where you seem to collect insects (as you do).

Speaking as somebody who's never been to the jungle, I must admit to finding all these wild ways a little strange.

The sound is as good as you'd expect given the limitations of the

Game Boy, and the most impressive effect is Simba's

roar. This is used to upturn nasty porcupine things so that they can be disposed of quickly and painlessly.

If you are finding things a little simple after a while, you can simply change the skill level. The three you can choose from are 'cub', which is the simplest, 'prince' which makes things a little harder, and 'king' which is the most difficult.

The only bad point about The Lion King is the lack of passwords. It means you'll have to take your time and use your lives extremely wisely. On the plus side, there are continue



# THE LION KING







**Above:** The tree dwelling apes will throw you around with all the care and consideration of an airport baggage handler



**Above:** We're inside the elephant graveyard, but there's a distinct lack of elephants around don't you think!



**Above:** Simba has to do battle with loads of baddies. This opponent is keeling over for the last time. One down, loads to go!

points dotted around, and if he bites the dust, Simba will uncurl himself from the background and make his next attempt at the level where he left off.

All in all this is a roaring success and you'd be foolish to miss it! A roaring success in the mane! **GBA**



**Above:** Before each stage there's a rather cute intro screen. The one featured here is for the first level. Now isn't that sweet

# ING



## GB PANEL



### OFFICIAL RELEASE

**PUBLISHER** Virgin

**GENRE** Platform

**RELEASE DATE** TBA

**PRICE** £TBA

Yet another quality licence from Disney. The movies are always of a high standard, and so it seems are the games. It was difficult to see this being an improvement on Aladdin, but it certainly delivers the goods.

The 32nd Disney movie has been converted well to the small screen, and with top notch graphics, gameplay and challenge included, it really does look the absolute business.

I'm not known for my joy and merriment where platformers are concerned, but LK is way up there with the best.

Easily rating highly in the year's greatest platform releases, The Lion King demands attention. Don't ignore it!

GAMEPLAY

PRESENTATION

LASTABILITY

**OVERALL**

**85%**

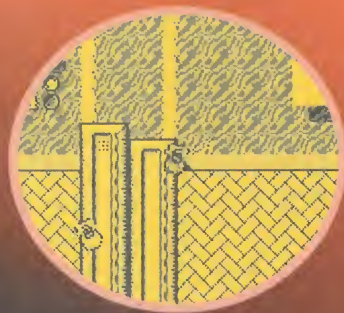


# REVIEW

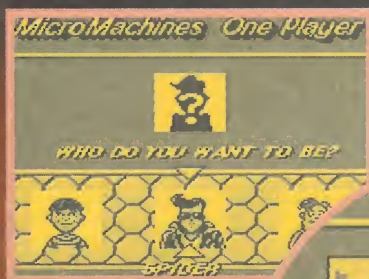


# MICRO

# MAC



I've had to write this review of Micro Machines, but I'd much rather be playing it – it's great



**M**icro Machines was something of a phenomenon when it originally appeared on the Mega Drive, and for sheer playability and addictiveness it remains unsurpassed. Conversions followed, all incorporating the same kind of frantic driving fun, and all storming to the top of the charts.

There was just something eminently playable about these mini motors, bombing at high speed

version doesn't have this (although of course it is SGB compatible allowing you to customise your own colours), so does this diminish the bright 'feel'?

Certainly not. Micro Machines is an absolute joy. For those of you who have never heard of this top selling game, here's what it involves.

Basically, it's a driving sim featuring miniature vehicles such as sports cars, four wheel drives, helicopters and power boats.

Racing around such everyday 'tracks' as the bath (without a body in sight), the back garden and the breakfast table, you have to go as fast as possible whilst always staying within the confines of the unusual courses.

Choose to race as any one of the eleven drivers in a head-to-head tournament, or take up the 'challenge'. The challenge is made against three other drivers and you have to finish first or second in order to qualify for the next race.

All modes of transport are utilised, and only the driver who can adapt to the different styles of control and course will be successful. Finish first in three races and you qualify for a bonus game which involves driving a monster truck through a puddle covered garden.

I'd like to tell you what happens when you beat the clock in the

bonus game, but it's more than a little tricky and I haven't managed it yet – so you'll have to find out for yourself!

In head-to-head mode you race against just one other opponent with the simple intention of getting so far ahead that they disappear off the screen.

A sliding scale of eight dots serves as a scoring system, and with each driver starting on four, the first to fill all eight dots wins.

The first to win four races is the overall winner and picks up a nice piece of silverware to gather dust on the mantelpiece. Unfortunately there's no champagne to spray over members of the press, public and the other drivers, but hey, you can't have everything.

Each of the 27 different courses follow exactly the same route as those on other versions, and offer plenty of rip-roaring, adrenaline pumping racing. Anything from the garage floor to a snooker table is utilised as a racetrack.

And it's so fast and smooth. The micro machines fly around the tracks at an incredible rate of knots. The whole graphics and animation package is exactly the same as you may have seen on other formats.

Likewise, the tunes are reasonable renditions of the happy little ditties which have graced other systems with their chirpy melodies.

I know I'm going on a lot about the other versions of Micro Machines, but that's because it shows what an achievement it is to pack all that addictiveness, playability and sheer good fun into this cart.

While miniaturised Micro Machines might be a bit of a strain on the eyes at times, especially in the sand buggies, it still plays incredibly fluently, and a two-player option simply adds to the endless possibilities of racing mayhem that can be enjoyed.

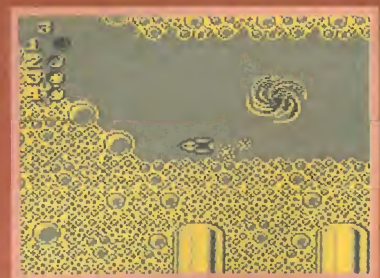
It's quite simple, if you've played and enjoyed Micro Machines on any other format, then buy this. It's the same – just smaller and portable.

The deluge of top quality games available to Game Boy owners continues. Micro Machines is one of the all-time greats and you really can't get much better entertainment value for your money. **GBA**



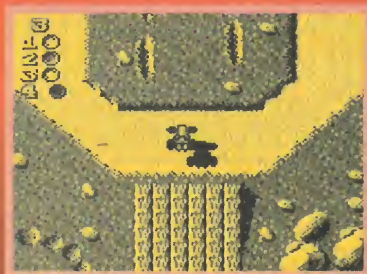
around the breakfast table, the bath or the back garden. It was decided to miniaturise the Micro Machines as far as possible – and here it is, the Game Boy version.

Something that stands out from the Mega Drive version is the splash of colour which decorates the races. It is bright and breezy and brings a really jolly feel to the whole racing experience. Of course the Game Boy

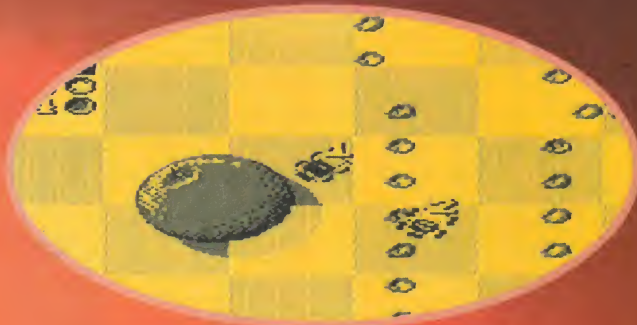


▲ Avoid the violent Whirlpool of Plughole before it sucks you into the darkness of the drains





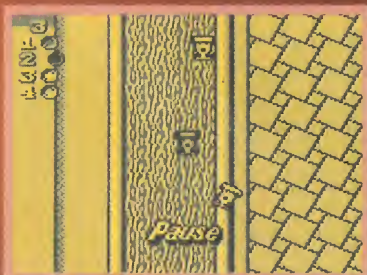
▲ Weeeee! Jump the water hazard or get wet, it's your choice



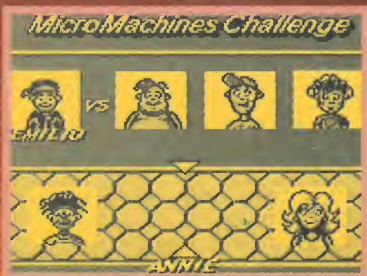
# HINES



▲ The garage floor throws some sticky and slippery challenges in front of the cars. Avoid the glue and the oil in the Warrior class



▲ The brilliant snooker table stage features Formula One cars. Pace has to be tempered by control or you will end up on the floor

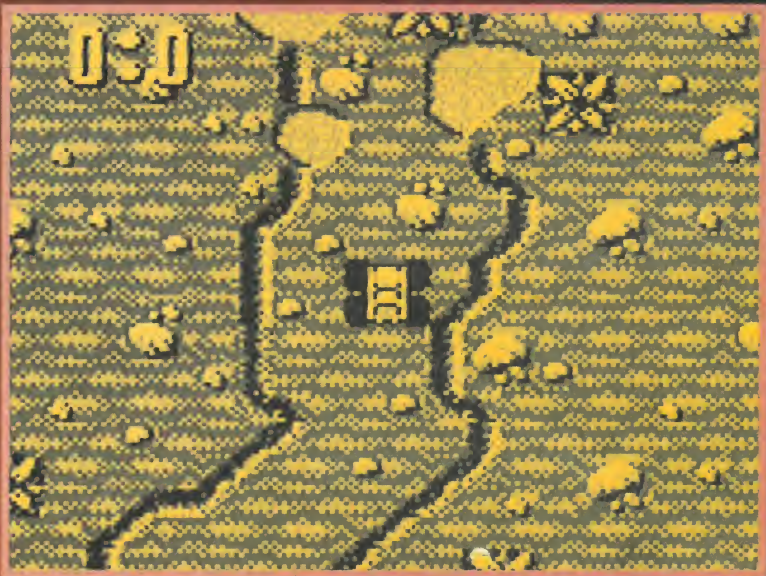


▲ The challengers. It's Emilio against the rest. Leave the ladies 'til later, they drive like mad women



▲ Heading for oblivion but you reappear from a different pocket

▲ Emilio celebrates his well-earned victory in Oilcan Alley while Anne and Walter rue their misfortune. Dwayne looks relatively pleased with his second place, or maybe his inane grin is due solely to the fact that he has just seen his reflection in a mirror. Baseball caps indeed. Ooh they are the height of fashion!



▲ The Rufftrack Trial is a real test of your micro machine driving prowess. Complete the rugged terrain track in the time limit for a bonus. Don't know what the bonus is though, the challenge is too tricky (or I'm useless!)

## GB PANEL



### OFFICIAL RELEASE

PUBLISHER Sony

GENRE Racing

RELEASE DATE December

PRICE £24.99

Miniaturising the Micro Machines seemed, at first, to be a risky thing to do. But all credit to the developers, it's absolutely superb. The Game Boy doesn't enjoy the same kind of processing power as the other console systems, but who needs it when games of this quality can be produced?

Many Game Boy games try to push back the limits of what can be achieved on the portable palm pleaser. Micro Machines doesn't do that, but what it does do is take a game which is a proven success and convert it with almost unerring accuracy.

There are literally hours of enjoyment to be had with what is quite simply one of the most entertaining games ever.



### OVERALL

93%

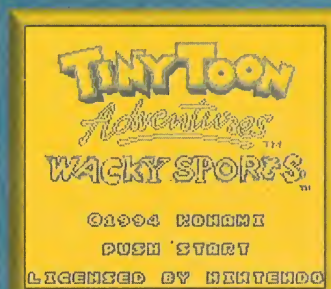


# REVIEW

We get to see quite a few GB games each month. However, very few of them are ever played by the Ad manager, subster and Amiga Action crew. This one was

# TINY TOON Wacky Sports ADVENTURES

## GB PANEL



**OFFICIAL RELEASE**  
PUBLISHER Konami  
DEVELOPER Konami  
GENRE Sports Sim  
RELEASE DATE November  
PRICE £24.99

It's the playability and fun aspect of Wacky Sports that caused the stir and dragged some of the non-games players in the office to the delights of the Game Boy. The enthusiasm lasted a while, and then went!

The tennis, as the third event, proved quite tricky to get past, and because of this, it became a little irritating having to play through the football and basketball to have another stab at hitting those panels.

Still, there is quite a bit of challenge hidden in here if you're prepared to stick with it. And there's got to be a cheat to allow you to practise the events in isolation. Anyone? Anyone?



**OVERALL**  
**84%**

**T**iny Toon Adventures Wacky Sports throws Buster and Babs Bunny, students of the Looniversity, into a great sporting challenge.

Needing some physical stimulation, the Toons set themselves a true test of strength, stamina and skill in the form of six events.

To decide who really is the coolest Toon of them all, Buster and Babs have to complete tests in baseball, American football, proper football, tennis, basketball and golf. Strict qualifying requirements have been set to separate the wheat from the chaff and the toon from the loon. So, after a pleasant opening ceremony, perhaps lacking a touch of the pazzazz of recent Olympics, the games themselves begin.

Starting off with the football, Buster (or Babs) has to score three goals from five shots past a fox-like goalie. Succeed and you move on to the basketball where slam dunkin' is the name of the game. Two successful baskets (or goals as they are mistakenly described) and then it's on to the tennis.

This is where things start to get a little tricky, even on the easiest of the three difficulty settings. Basically all Buster has to do is hit a number of panels on the back wall. It's a simple matter of timing, coordination and more often than not, pure good luck.

Get past this section and you're on to the golf. It needs

plenty of practise and a good eye for judging angles.

American football, a basic run through a load of speeding defenders, and baseball, timing your hits from Dizzy Devil's mighty throws, make up the rest of the challenge.

Good fun it is too – for a while. All the events offer a fair bit of challenge, but once you've worked out the basic controls you should sail through them. Admittedly, the 'Super Class' level is very tough, probably too tough to be worth spending any significant amount of time on.

These events put the two bonus carnival games into the shade. Although the Water Gun Target Shooting is fun, Water Panic really won't grasp the imagination.

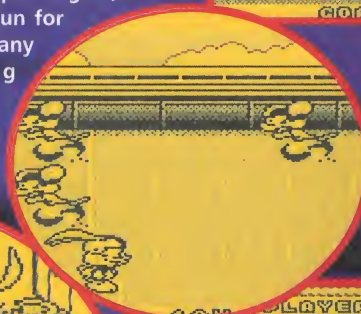
It's all neatly packaged, offers good solid fun for a while, but lacks any real long lasting appeal. **GBA**



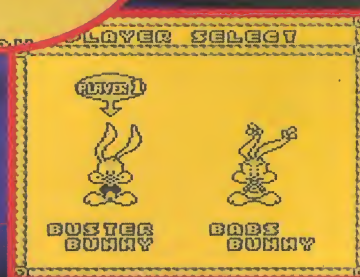
▲ Above: A quick intro explains the rules for each different event



▲ Above: Gooaal! Buster slots a beauty into the top corner



◀ Left: Dodge the defenders and you will reach the end zone



▲ Above: No sexism please, we're Toons. Ain't that sweet



**EA SPORTS**  
P R E S E N T S

# MADDEN 95

**"One of the best carts on the Mega Drive ... how does Game Boy compare? Very well, indeed! A 4 meg cart crammed to the max."**  
GB ACTION

**"Hundreds of different combinations. Madden on Mega Drive was such an in-depth, accurate game. Madden 95 on Game Boy is just as accurate and contains all of the plays."**  
GAMES WORLD

**The best selling EA SPORTS' 16-bit Madden NFL 94 is now returning for a new season with the ultimate football game converted to Game Boy.**

**"May be the finest footie sim ever - down to palm size."**  
GB ACTION 91%



Developed and published by Malibu Games under license from Electronic Arts

**Malibu Games, 4 The Parade, Epsom, Surrey KT18 5DH Telephone: 0372 745222 Fax: 0372 740380**

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# REVIEW SEAQUEST DSV

What's got a UK audience of nine million, features a vastly intelligent dolphin called Darwin and is the underwater equivalent of Star Trek? SeaQuest DSV that's what



**T**he seaQuest DSV TV programme is produced by Steven Spielberg's production company, Amblin Entertainment. If nothing else, that says something about its style and the kind of adventures which the massive submarine of the title undertakes.

It also means that those of us who want a bit of action and adventure in a more accessible place than space are well catered for. With nine million viewers and another series in the making, it is obviously hugely popular.

In the year 2018, SeaQuest DSV's job is to protect the inhabitants of all the sub-surface colonies. Now these colonies have emerged (or

rather submerged) due to global warming, which has seen most of the Earth's surface covered in water.

But, this underwater civilisation presents numerous problems for the authorities, and opportunities for modern day pirates. The UEO, the united governments of the world, are behind the seaQuest project, and are determined to safeguard the lives and livelihood of these people.

Your task is to complete the game's total of seven missions, which require the use of various smaller vehicles such as the HR Probe and the Stinger attack sub.

Searching and retrieving or seeking and destroying constitute the main aspects of each mission against either terrorists or the elements.

Darwin the lovable dolphin plays a vital role in one of the missions, although this seems like nothing more than an obvious bid to keep everything tied in with the TV show as closely as possible.

SeaQuest DSV managed to earn itself the accolade of Top Game Boy Award 1994 from this summer's CES (Consumer Electronic Show) which was held in America. Nintendo Power magazine (sort of an American version of GB Action, but inferior of course) rated it as one of the top five games of the year.

All I can say is that these Americans are easily pleased. Not that seaQuest is bad - it's okay at what it does - it's just not ground breaking. The main criticism of this underwater adventure is that it's just a

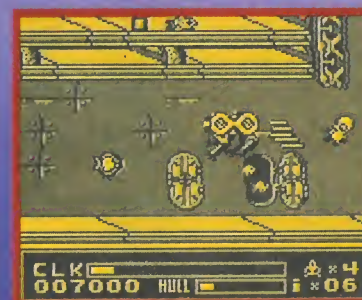
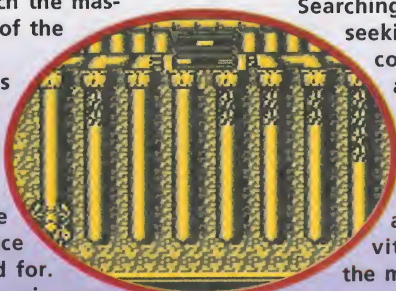


bit too slow.

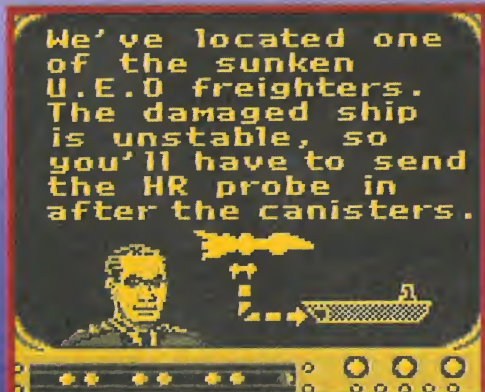
While the sluggish controls may accurately represent movement underwater, they don't make for a particularly absorbing game.

Graphically, seaQuest is above average. The sounds are, well, average, and the overall feel is one of total middle-of-the-roadness.

If you enjoy the programme it's sure to be entertaining. If not, seaQuest may not grip your attention for too long. **GBA**



▲ Above: The HR Probe, a piece of stunning deep sea hardware



▲ Above: Some old geezer gives you a brief about your mission. He's the boss, I think

## GB PANEL



### O'FISH'AL RELEASE

PUBLISHER THQ  
DEVELOPER Unexpected Dev't  
GENRE Shoot'em-up  
RELEASE DATE October 28  
PRICE £24.99

Hmm, Americans are a funny breed, aren't they? I mean, seaQuest is okay, with missions that are big enough and difficult enough to offer some challenge. The lack of a password or restart points makes it all the more difficult (if not a little infuriating), but it's just not that absorbing.

It's a game certainly for the younger ones, who may find the different methods of controlling the various vehicles original and challenging in their own right.

And of course there's Darwin too - everyone likes dolphins, er, don't they?! So it's probably worth a look. It's different at the very least, and isn't just another mind numbing platformer. Now that's got to be worth something.



### OVERALL

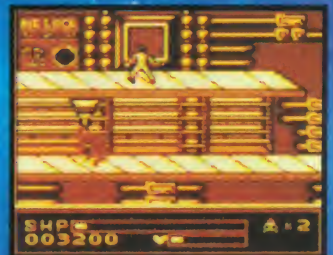
# 80%



# Beneath the surface lies the future ... and danger!

**Explosive action and perilous  
underwater missions.**

Take up the challenge. Control the massive seaQuest and all of its resources. Stop renegades and recover stolen radioactive materials. Guide the Hyper-Reality Probe through a collapsing shipwreck, dive in shark-infested waters and take Darwin, the dolphin, on a dangerous recovery mission. 7 levels of sub-surface superplay must be completed - the oceans and the world itself are at stake!



**seaQuest™**  
DSV



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**GAME BOY**

AVAILABLE NOW

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

COMING SOON



**Malibu Games, 4 The Parade, Epsom, Surrey KT18 5DH Telephone: 0372 745222 Fax: 0372 740380**



# COMPETITION

## TAZ 'N' DAFFY SHOW

Two of the greatest cartoon characters of all time are about to join forces in our fabulous compo courtesy of Marubeni

**T**he most famous Tasmanian Devil in the world is making a welcome return to Game Boy land. After Taz's last adventure, which proved rather difficult, the sequel was heralded last issue as something of a pleasant improvement.

A noble 83% was the verdict from our erstwhile editor for Taz's capers in Island Chase. Great cartoon style graphics and decent ditties combined well with some fast and frenetic platform fare.

Daffy Duck is due for release at the same time, and scored a whopping 88% last issue as the famous duck donned jet pac, loaded his ray gun and headed for an epic confrontation with Marvin the Martian.

To celebrate this dual foray into the Game Boy market, the people at Marubeni have proved to be remarkably generous. They've provided some top prizes for a rather smashing competition.

On offer for the lucky winner is a Game Boy with copies of Taz 2 and Daffy Duck: Marvin Missions. For the runners up, there are some highly exclusive Taz T-shirts and also 50 Daffy badges. That should be enough to get the creative juices flowing and no mistake.

All you need do is take a peek at the piccy below featuring the two heroes, and think about what they would say to each other if they ever met. The most amusing, clever, witty, inspired and downright smart captions will win the top prizes. **GBA**



### COMPO COUPON

#### TOP WITTICISMS

Write your most hilarious comments below

Taz: .....

Daffy: .....

Name .....

Address .....

Post Code .....

#### Send your entries to:

**Taz & Daffy comp,  
GB Action,  
Europa House,  
Adlington Park,  
Macclesfield,  
L65 3EA**

Answers to be in by JANUARY 20 1994.

☐ I do not wish to receive promotional material from other companies

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# CRAB



# YOUR

**It's cold. It's really really cold.**

**And you know what? It's going to get colder.**

The whole world is being cocooned in ice and snow by the Yeti - a gruesome beast with an icicle for a heart and quite appallingly bad breath. His plan is to create and rule a new frozen kingdom here on earth.

Thankfully, Mr. Nutz, SuperSquirrel, is about to turn up the heat. Only he can prevent a new and permanent ice age. To help him on his way he's got a lotta Nutz, a lotta gutz and one enormous tail.

**The temperature's dropping but the heat is most definitely on.**

# NUTZ



**Formats: MEGADRIVE • GAMEBOY**

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# REVIEW

**It's been a certifiable smash hit in the arcades and on the SNES, and now NBA Jam is coming to the Game Boy. Time to don those fiery boots. Boomshakalak**

**A**fter the SNES version of NBA Jam emerged as an absolute stormer, we received a flood of letters asking if it would ever appear on the Game Boy. I believe we intimated that it probably wouldn't show its face on the portable palm pleaser, but thankfully, Acclaim have proved us wrong. And to top it all, they've done a damn fine job.

Beam Software, the development company behind this project, can give themselves a deserved pat on the back. NBA Jam certainly manages to capture all the thrills, spills, moves and athleticism that are so much a part of the other versions.

From the initial options to set the timer style, computer assistance and difficulty level, you can tell that there's a good few months' playing to be had from this cart.

For a start there are 27 different teams to choose from, each with two highly individual players. This means that you have the choice of controlling any one of 54 entirely different sportsmen. Now if that doesn't offer some variation then I don't know what does.

Each player in the two man team is given individual ratings for their speed, their ability at three point shots, dunking and defence. You can pick who you want to be from a list of all the top NBA stars including Patrick Ewing, Karl Malone and Magic Johnson. However, don't get too starstruck, as it also pays to bear in mind the qualities of your CPU controlled teammate. Some of them are a little dodgy when compared to the well known names.

Anyway, once you've selected your player you're ready for the tip off. The court is quite a decent size, giving the players plenty of room to run around and get their passing and special moves sorted. Your player is highlighted by an arrow which follows him even when he isn't on screen. This is essential to avoid confusion, and gives you the opportunity to control the passing and shooting of your teammate too.

What is a little surprising, and pleasantly so, it must be said, is that

most of the special moves and dunks have been included. These moves are really the cream on the cake of the other versions, adding something never before seen in basketball sims, and giving a more exciting, spectacular feel to the whole game.

There's just nothing like passing the ball around, making a break and a quick pass, then getting the ball under the basket before soaring into the air with arms outstretched and slamming it down for two points.

Different players have different moves. Some perform stupendous somersaults in the air before the slam dunk, while others leap with balletic grace and gently lob the ball past the despairing grasp of the defenders. It really is a spectacle to behold.

The famous 'fiery boots' situation is also included. Should a player dunk three baskets on the trot, they become 'on fire'.

This is the computerised version of adrenaline rush power plays, and mightily effective they are too, so go on, get dunkin'.

**COACHING TIPS**  
**HOT STREAK.**  
**A PLAYER WHO SCORE**  
**THREE BUCKETS IS**  
**FIRE. GIVE THE BA**  
**TO A PLAYER WHO I**  
**ON A HOT STREAK.**  
**STAYS HOT UNTIL T**  
**OTHER TEAM SCORES**

▲ **Above:** Here's a bland screen shot for those among you who happen to quite enjoy blandness

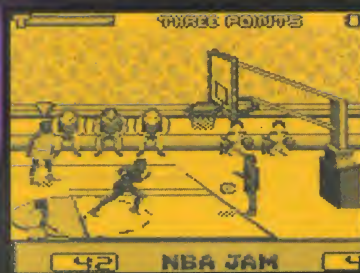
Graphically, NBA Jam bears quite a resemblance to the styles seen in the other versions. The players move with the same mannerisms and with a speed which can cause some blur and confusion as the ball zips between them.

Thankfully, this is overcome totally on the SGB, with the enhancement of the big screen really making a difference. That's not to say that NBA Jam doesn't work on the small screen, it does, surprisingly well. But there are obvious advantages associated with viewing the players on a TV screen as opposed to a glass plate which is only a couple of inches square.

Plenty of tunes help get the atmosphere bubbling to fever pitch, so there can be no marks deducted for programming effort there.

Other basketball sims have been and gone, but there's no doubting that NBA Jam is here to stay. It is already guaranteed success thanks to the massive interest generated by versions on other formats, but it's also a genuinely great game in its own right.

NBA Jam is a veritable slam dunking fest of epic proportions. **GBA**



▲ **Above:** A basket has been scored as we now witness the restart of this one-sided affair



▲ **Above:** He goes for the basket with stunning athleticism and grace. Or something!



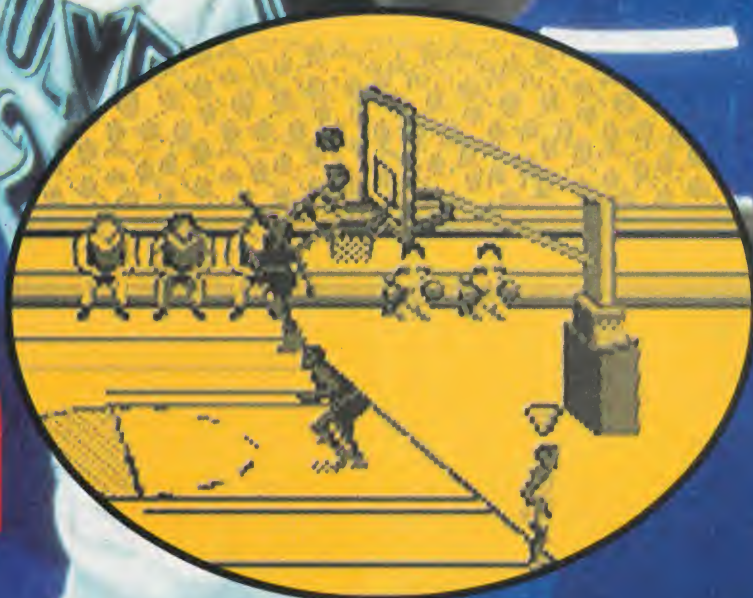
▲ **Above:** Woah! Those Air Jordans really work for you after all. Check the height!

# NBA Jam



 RICHARDSON ROB	FG 05 3PTS 00 POINTS 10 DUNKS 01 ASSISTS 00 STEALS 00 BLOCKS 00 REBOUNDS 00	 HARPE CPU
 JACKSON CPU	TIME 00	 MASHED CPU

▲ Above: Here are the four competing players. It's two on two!



OPTIONS	
LOWER SPEED:	3 NORM
DRONE DIFF :	3 NORM
TAG MODE :	OFF
CPU ASSISTANCE:	ON
PAD CONFIG	
SHOOT:	BUT B
PASS:	BUT A
TURBO:	START

▲ Above: Here is the all important options screen in all its glory. Is it smart or what?

 DWYANE WADE	 SHAQUILLE O'NEAL
SPEED 3	PTS 3
DUNKS 3	DEF 3

## GB PANEL



**OFFICIAL RELEASE**  
PUBLISHER Acclaim  
GENRE Sports sim  
RELEASE DATE TBA  
PRICE £TBA

At the moment, Game Boy owners are being treated to some fine conversions of top games from other formats. NBA Jam continues this great trend by offering a genuinely entertaining and realistic basketball sim with absolutely loads of extra special features thrown in.

The levels of difficulty are the guarantee of longevity, the game-play guarantees excitement and the presentation will keep you totally transfixed.

It's fast, it's hot, it hits the spot superbly. In the field of basketball sims, NBA Jam is head and shoulders above the crowd.

It deserves all the plaudits it will no doubt receive and sales figures will probably go through the roof. A cracker.

GAMEPLAY

PRESENTATION

LASTABILITY

**OVERALL**  
**90%**





# MADDEN

Experience gridiron at its most intense as good old John Madden delivers the sporting goods right into the palms of your sweaty little hands



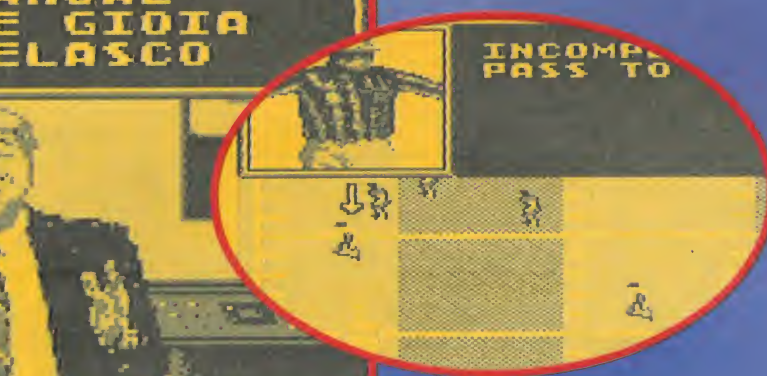
▲ Old whatsisname introduces the big game in that typically American fashion. But what's he talking about? 'The one that got away' by the looks of it!



▲ Serious gridiron action. The thrill of the epic run as the crowd goes mad - or something



▲ It's there! Into the end zone and a touchhhhdooowwnn! What sheer unbridled joy



**W**hether you're a fan of the Raiders, the Dolphins - or the Bears, you will find your team, along with all the others, featured here.

So, pull on your shoulder pads and your best running shoes to do battle on the field. After all, that's what it comes down to isn't it - battle. Two teams consisting of nimble runners, a kicker and a wall of players with the aerodynamics of breeze blocks, make for a darn fine sport.

Having said all this, there's still no denying that it's a sport that you either love or hate. For those who fit squarely in the latter category, I would strongly recommend you take time out to try to understand the moves you can make. This is, after all, what confuses the majority of armchair spectators.

There are plenty of plays to choose from - over 200 in fact - and to learn them all would take any normal human numerous attempts.

It's a learning process you see, and to make matters worse, it all depends on the defense/ offense your opponent is using!

As you may have guessed, it's a game with more ups and downs than a bungee rope! No two games are the same and that's an important factor in my book.

A game of this magnitude can mean only one thing. It's yet another four Meg offering, hence the number of features, including animations which appear after particularly impressive or terrible plays.

GAME STATS		
	L.A. RAIDERS	PIRATES
SCORE	65	49
FIRST DOWNS	16	24
PASSING YARDS	453	796
AVG. YARDS/PASS	9	7
LONGEST PASS	41	40
COMPLETIONS	47	11
ATTEMPTS	28	
PERCENTAGE	59%	

So how does a cart this jam-packed with sporty stuff play? Well, for a start, the controls are dead simple to suss, and the game runs quickly and smoothly too.

My only gripe is that the sprites on the field are a tad too small. But having said that, they're represented in all their glory, right down to the last shoelace.

If you're fortunate enough to own a Super Game Boy, then this could be an investment opportunity not to be missed!

Let's face it, it's cheaper than a Mega Drive cart and equally as playable, if not quite up to the Mega Drive's graphical standard.

Gripping in every way, Madden looks set to blast your doubts aside. At first, I was slightly sceptical about the end results of converting this classic to the 'Boy, but sure enough, it has all the elements which made the others such a hit!

Especially impressive are the snippets of John Madden himself which appear from time to time, looking as well as ever.

He never seems to age does he? He's looked the same ever since I first saw his mug shot a few years back! I bet he looked the same when he was a kid too! **GBA**



# EN '95

## GB PANEL



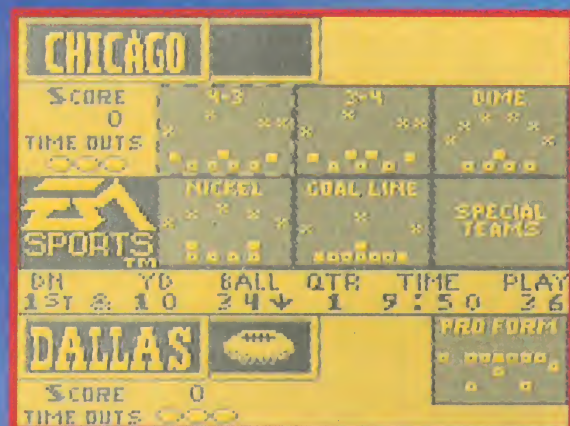
### OFFICIAL RELEASE

PUBLISHER Malibu Games

GENRE Sports sim

RELEASE DATE November

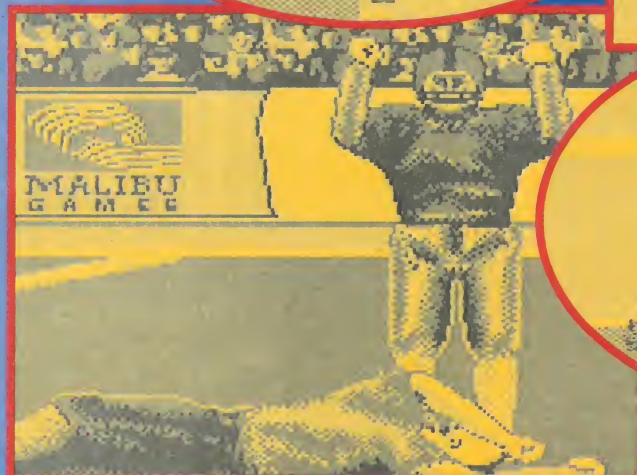
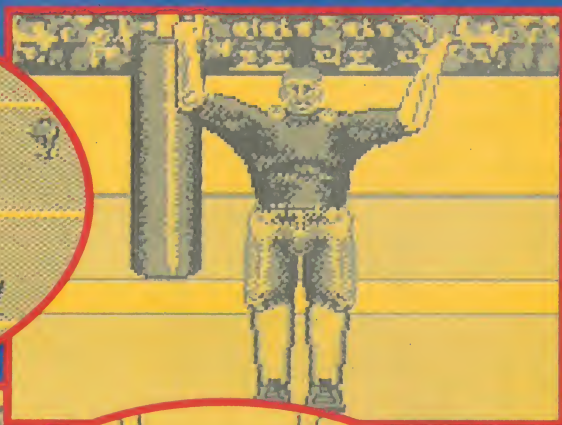
PRICE £27.99



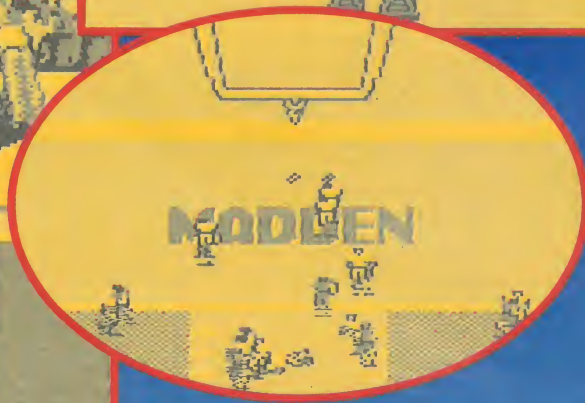
▲ Get really into the feel of being Head Coach of a top NFL team by preparing all the plays and knowing who goes where. Or alternatively, just enjoy it



▲ The line of scrimmage where the two giant forces unleash that flash of energy. A momentary calm before the storm



▲ The big dopey defender celebrates sacking the opposing quarterback. Meanwhile, the vanquished player writhes in agony on the ground. American Football is such a pleasant and polite game



▲ The ball spirals towards the posts to score that all important three point field goal.

If you're a stats person, you'll find more in a full game of American footy than the entire British Library. Well, maybe that's not entirely true, but you get the general idea!

They're all here, yardage gained/lost, average yardage per play, number of first downs, points scored (handily enough) and many, many more. These can be called up at any time, so you can see which plays are proving to be the most successful.

All-in-all, Madden '95 is probably the most complete sports sim to have graced the Game Boy. Okay, so it is a little small on the handheld but this doesn't detract from the quality. A definite winner in my book, and I'm sure it will be in yours too. Check it out!

GAMEPLAY

PRESENTATION

LASTABILITY

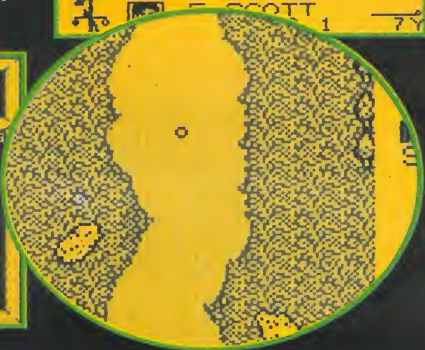
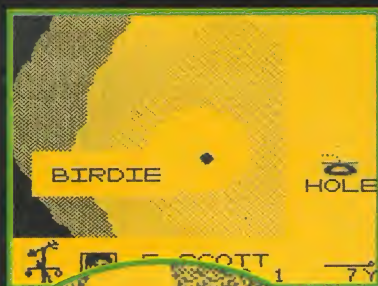
OVERALL

92%



# REVIEW

▼ Below: What a sad sight, although 7 over isn't too bad!  
Right: A super drive sits proudly in the middle of the fairway.  
Top Right: Joy, oh joy, a birdie



There have only ever been three golf simulations of any distinction to cross the GB team's desk. Golf Classic is the latest effort to try and catch the birdies



## GOLF CLASSIC

**G**olf Classic features just about everything you're likely to find on a golf course bar the wet weather and the endless searching for lost balls. In the first instance, you can choose to play a single practice round on one of the two rolling courses, or you can go head-to-head in match or stroke play tournaments.

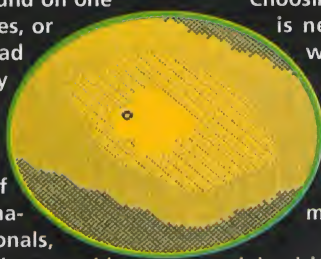
Then you get to pick which player you wish to be from a choice of four. There are two amateurs and two professionals, one male and one female to avoid any sexism – can't be having any of that, can we?

Picking an amateur is effectively 'easy' mode. Amateurs have a slower swing, making it easier to strike the ball cleanly, and they also have the chance to 'take a mulligan' once per hole. Basically, this is blatant cheating. You can choose to take one shot again without penalty – very handy when the ball sails into the water or gets lost.

To compensate for this, amateurs cannot hit the ball as far as the pros, so club selection changes when you step up to join the elite.

Viewed from overhead, the actual playing of a shot involves a few stages. Firstly, you must place the

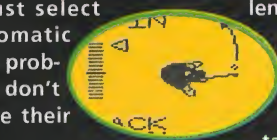
cursor where you want to hit the ball. Then you must select your club. An automatic caddy can take this problem away, but you don't always have to take their word for it.



Choosing the type of shot is next – whether you wish to hit the ball with top or back spin, with hook or fade. Once sorted, you may then set your golfer in motion to hit the ball.

This is the really tricky bit which will take some getting used to. Rather than a straight forward power bar, you get a little animated golfer. A press of the button will set him moving, then it's down to timing the shot so that you don't over hit.

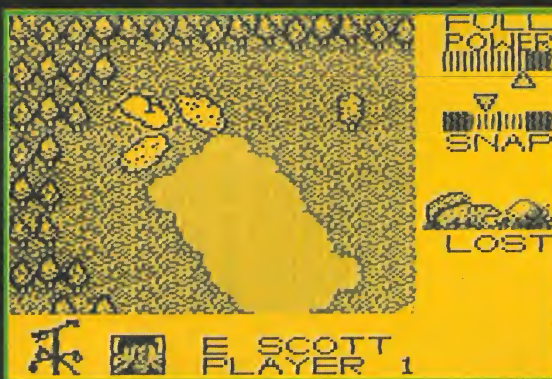
As the club descends, you have to 'snap', ultimately causing the ball to either hook or fade. This system is very awkward to get used to, but is well worth the effort in the end.



Golf Classic offers plenty of challenge, even when the intricacies of actually hitting the ball have been sussed. So, if you're looking for a good golf game, why not take a gander at this? **GBA**

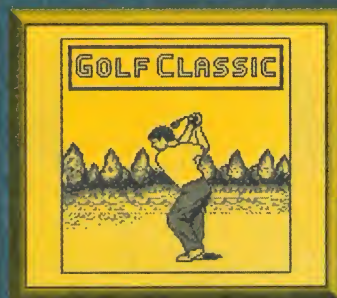


▲ Above: The clubhouse doesn't look much but the course is top



▲ Above: A typical Golf Classic hole. Wide fairways and protected greens requiring skill and precision

## GB PANEL



### OFFICIAL RELEASE

PUBLISHER Malibu Games

DEVELOPER Unexpected Development

GENRE Sports Sim

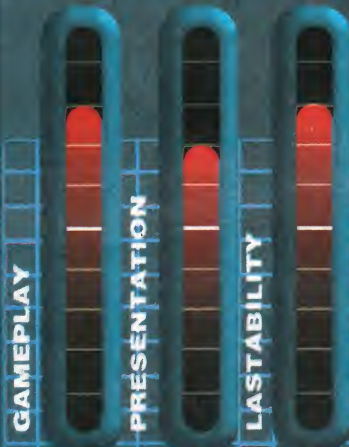
RELEASE DATE October

PRICE £24.99

Budding Nick Faldo might actually learn something about the art of golf from this surprisingly detailed simulation. The use of the golfer figure to judge and execute the swing and snap is not too easy to get used to, but practise makes perfect. Golf Classic is a typical example of a game needing plenty of this before you begin to excel.

While the two courses don't offer an infinite variety of holes, fiendishly placed water hazards and dog legs mean that there is still a quite difficult challenge to overcome.

If you're looking for a golf sim which is tricky but ultimately playable, then Golf Classic could be right up your street.

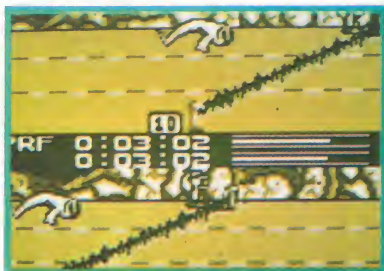


### OVERALL

80%



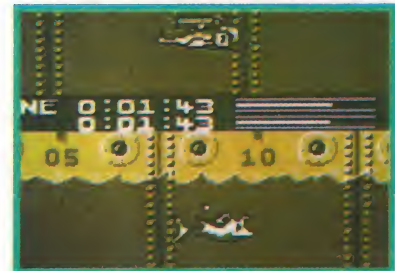
# OOIE GOOIE ... holds onto the **BIG** bounce of champion



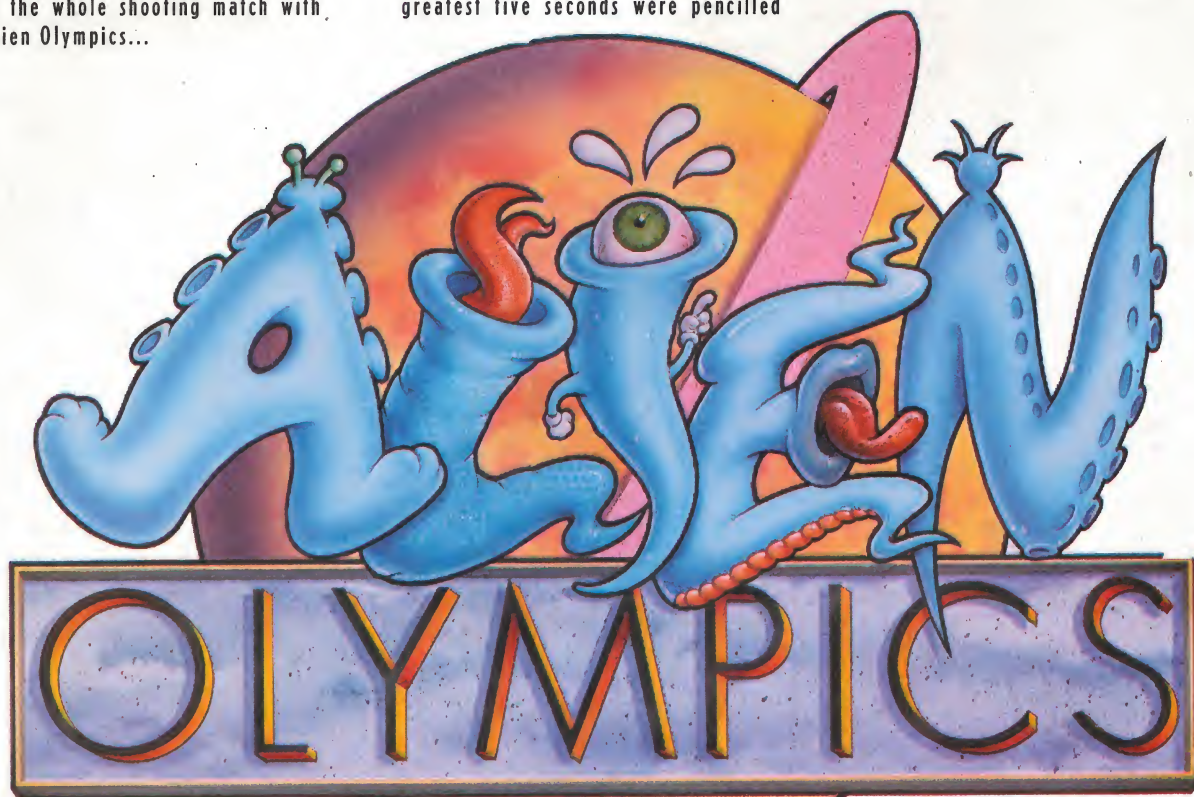
As our team coach said to me just before I entered the 100 Qbits Sprint - "It's easy... just run as fast as you can. If you don't win the race you just lose your life." That's the whole shooting match with the Alien Olympics...



you're racing to be a hero, or to die in front of your devoted fans. And now I'm just not so sure... Should I have entered for the Lunge, Leap & Splat?... Or maybe my greatest five seconds were pencilled



in for the Jetpack Tag. It's too late now... oh, look there's my mate, Frimpston... I'm not so sure he's competition. fit for the Flob Flob."



**GAME BOY**



*"Alien Olympics is an obvious must for lovers of the track and field genre and a worthwhile buy for any GameBoy owner."* - **GB ACTION**



# REVIEW



The big screen yabba dabba do fest arrives on the smallest screen of all. It's a film licence alright - and it's a jolly fine one at that. Makes a pleasant change

# THE FLINTS

**T**urning the classic cartoon starring everyone's favourite caveman into a blockbusting live action movie was always going to be quite tricky, and despite the rotund talents of John Goodman in the title role, it failed to deliver the avalanche of interest which was expected.

Typically, however, the game licences were already signed, sealed and delivered, and the Game Boy version came into the hands of Twilight Software, the people behind Yogi and Alfred Chicken among others. Previewed a couple of issues ago, it looked like becoming a top quality platform adventure with enough sub-games thrown in to keep you occupied should the interest in completing the missions wane.

And how has it turned out? Well, the plot closely follows that of the film. Over the seven levels, you get to control Fred as he makes his way home to the family, Barney as he goes in search of Bamm Bamm, Fred again as he rushes to get to an important meeting, Betty as she collects food for the family tea,

Fred once more as he flees from the Bedrock Police and his workmates, Wilma as she attempts to clear Fred's name, and finally, Fred as he goes to rescue both Bamm Bamm and Pebbles and capture the evil Cliff Vandercave.

These missions cover a massive 62 levels (22 more than Wario, stats fans!). And, not only does it have a bigger playing area than Nintendo's chart topper, it also has three brilliant sub-games thrown in for good measure.

Dotted around the levels are a number of arcade machines, and for the price

of one coin (collected by killing one of the bigger monsters), you can take a time out from the mission in hand to enjoy a game of Dino Invaders, Dino Dash or Snake.

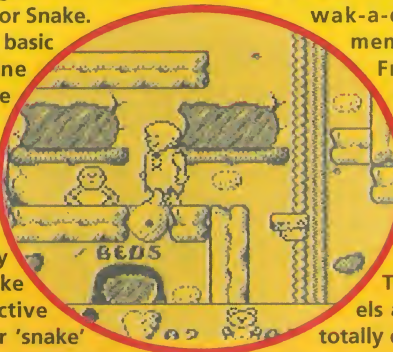
Dino Invaders is a basic Space Invaders clone with more stone age than space age critters. Amazingly good fun it is too.

Dino Dash is a Pac Man variant, again in a stoney setting, and Snake is a highly addictive game where your 'snake' has to collect a series of hearts which increase its size, making travelling around the arena all the more tricky.

All these arcade games are self contained, with high scores and the like being recorded. They can also last for quite a while, such are the addictive qualities which have contributed a great deal to making these games arcade classics.

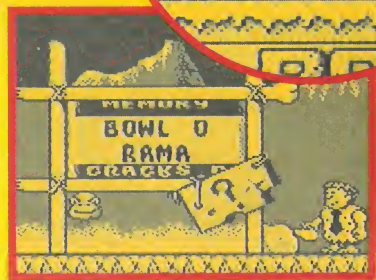
There are also four different end-of-level games which can reap extra lives if you manage to beat Bamm Bamm at cracks 'n' crosses, Barney's wak-a-dino, Pebbles' memory game and Fred's bowl-o-rama. Like the sub-games, these are entertaining diversions from the main platform fare.

The platform levels are long but not totally enthralling. Each presents various challenges such as triggers to flick in order to collect extra bowling balls (which give you extra continues), but for the most part, it's a straightforward case of wandering along the platforms, jumping over chasms, leaping from trolleys and all those things we've seen before.



▲ Above: Fred's famous foot-powered car has to avoid potholes and dinosaurs on the way home





▲ Above: This is one of the end-of-level bonus games which can earn Fred up to three extra lives



▲ Above: Fred's journey is just the start of a great series of adventures. If you've seen the film, you know the plot, and the sub-games make a welcome break from the platforming fun

# TONES

To be fair, the presentation of these levels is excellent. They feature some natty parallax scrolling, but don't offer the kind of challenge which was seen in Yogi.

Graphically, The Flintstones features some big, bold, well drawn characters bearing a striking resemblance to the actors who portrayed them in the film. The animation is smooth, with plenty of detail. The backdrops are a little sparse on the whole, but that criticism could be picky for the sake of finding fault. Perhaps we're expecting too much from the creators of two veritable Game Boy classics.

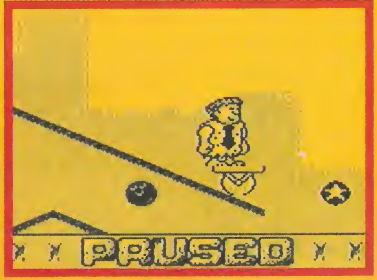
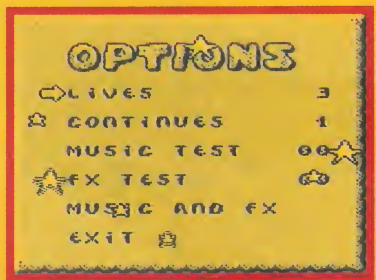
The tunes don't grate and flow quite merrily with the action, helping things to roll along at a more than reasonable pace.

Many people will still find this thoroughly entertaining. There is, for example, a side scrolling driving bit where Fred powers his familiar foot driven car over roads which would

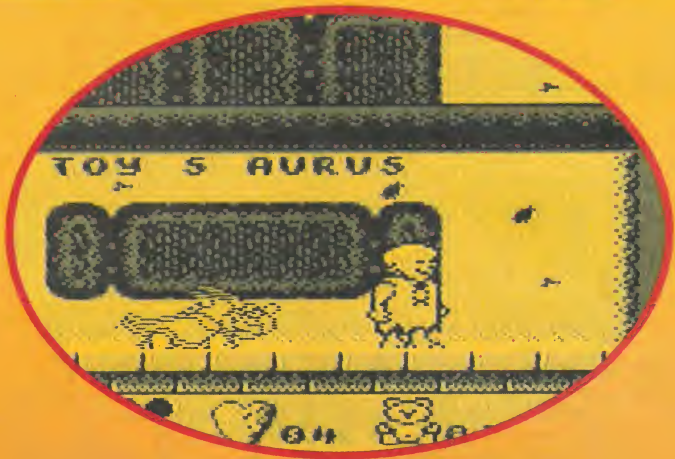
shame even our Department of Transport. A bit of welcome variation indeed.

The platform style is also adapted to puzzling missions later on, where a whole series of doors have to be opened to make any progress. Getting through is far from easy, so making notes of where you go might help save your Game Boy from a battering.

The Flintstones is a platformer with some considerable depth. The sub-games are highly entertaining but perhaps too much fun, detracting from the familiar platform jumping. Still, you effectively get eight games in this one cart (three arcades, four end-of-level challenges and the main one). Now that represents value for money in anyone's book. **GBA**



▲ Above: The amazingly addictive Snake sub-game. Simple, but thoroughly entertaining



## GB PANEL



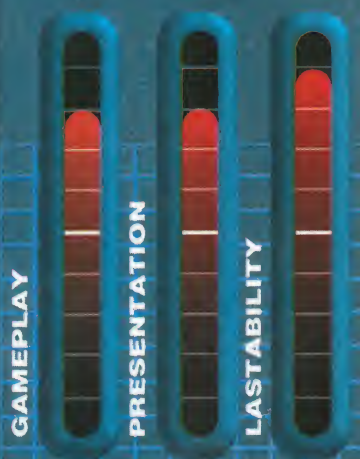
**OFFICIAL RELEASE**  
**PUBLISHER** Sony  
**DEVELOPER** Platform  
**RELEASE DATE** December  
**PRICE** £24.99

The Flintstones is a platform game without doubt, but even if you're sick of the genre, there's enough in the sub-games to keep you occupied and amused.

With individual games such as Pac Man and Space Invaders making cameo appearances, those struggling to find the cash to enjoy this revival of old classics could well find The Flintstones to be a useful stop-gap. But it is definitely more than that.

The enormous levels offer plenty of platform challenge, as well as an assortment of puzzles to entertain, amuse, and more than likely, infuriate.

Overall, there's more than enough to make it a worthwhile addition to any game collection.



**OVERALL**  
**89%**





The most famous monsters in the world are on the loose. It's time to take another walk in the park

# JURASSIC PARK 2

**W**ell, at least it's not a film licence. The sequel to Steven Spielberg's stunning dino movie is still in the pipeline, but the game is already here. And guess what? It's another blinkin' platformer.

A new, non-linear game engine was mentioned in the pre-release hype, and that could have been really good news. In fact it's turned out to be impressively presented, bog standard platform fare.

The dinosaurs have escaped from the park and are roaming the island of Isla Nublar. You have to wander through said park, collecting a number of JP tickets (which do what?) whilst trying to get the park back on line. A few first aid packs are dotted around the place and help heal the wounds inflicted by marauding dinosaurs.

From the first zone you leg it around familiar platform territory, leaping over spike filled chasms, jumping through the branches of trees and shooting the dinosaurs which get in the way. Does this sound at all familiar?

Apart from the dinosaurs bit it's all very similar to the multitude of

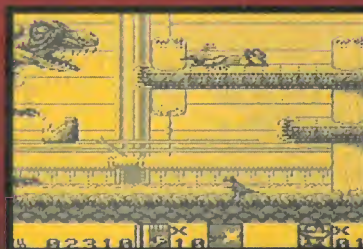
other platformers Game Boy owners have come to know and... (fill in the blank with something appropriate depending on your preferences).

You then move on to the T-Rex Pursuit which obviously owes its influence to the famous chase scene from the movie. Remember? Jeff Goldblum wetting himself in the back of the jeep?

Unfortunately there's none of the adrenaline pumping excitement that is present in the film. It gets more than a little annoying because you need to go through the course a few times, learning which route to take. Once this is done it's a piece of cake, and there's very little challenge left.

A water rafting stage provides a little difference, but it can't hide the fact that JP2 is still a platformer.

▼ A rather sorry end at the hands of the pursuing T-Rex



Of course there are the obligatory end-of-level guardians, which again look great, but lack any sliver of originality.

Apparently, there are 14 different missions to complete. These involve encountering disloyal and greedy corporate employees, paratroopers and snipers. What's the betting they're all stuck up trees or lurking on platforms?

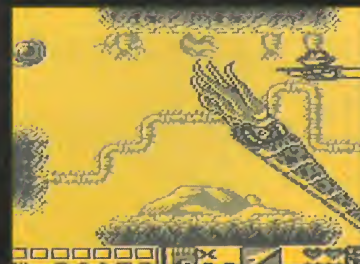
Perhaps I was expecting a little too much from this sequel. The new game engine is just the same old familiar platform one with neatly drawn sprites, good animation and totally dull gameplay. **GBA**



▲ Time for the off. A little practise is obviously needed. He's not going to hit the approaching dino aiming at the sky



▲ The second guardian, a flying pter... ptera... dino thingy drops rocks from the skies. The first stealth bomber, perhaps?



▲ The third guardian is also unpronounceable. Looks like a manic ice cream cone gone slightly berserk

## GB PANEL



OFFICIAL RELEASE

PUBLISHER Sony

GENRE Platform

RELEASE DATE December

PRICE £24.99

The first JP wasn't an absolute stormer, but it was challenging, entertaining and fairly original. The promise of a new game engine and a more non-linear approach is a little misleading. JP2 is just another standard platformer.

Okay, the graphics are fine (great in fact), the animation is smooth and the tunes are top notch. It plays well enough, is simple to control and has a reasonable degree of difficulty. It should be great. It's not.

If you've seen a standard platform game, then you've seen JP2. The run, jump, shoot monotony is quite tragic. Just think what this could have been with new dinosaurs and a new adventure in the world's most famous park.

Instead, it's more like a dull day out at a dismal Sunday market.

GAMEPLAY

PRESENTATION

LASTABILITY

OVERALL

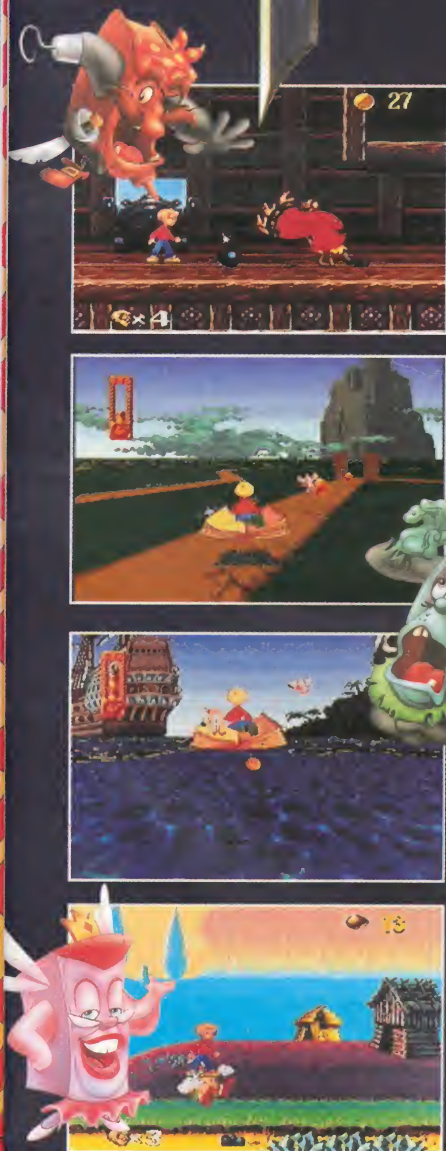
77%



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# WS PREVIEWS PI

Coming soon to a Game Boy near you ● Coming soon to a

## the PAGEMASTER

FROM: Virgin OUT: December

**Mac is back. Oh my God, surely we're not going to have to endure another painfully awful John Hughes film, starring that precocious wee youngster**

**B**ut of course this is about the game, so it won't be clouded by any grumblings about exactly how dreadful Home Alone and its sequel actually are. Honest. An open mind, that's what's needed.



It all concerns a young chappie by the name of Richard Tyler (played in the film by Macauley Culkin). Now this Tyler lad has simply no concept of life, of enjoying himself, of partaking in the mischief normal teenagers get themselves into. He spends all his waking hours worrying and fretting about the environment, the threat of nuclear war and the possibility of earthquakes. What a sap.

What this kid needs is a rocket up his... but what he actually gets is a trip into a world of fiction, the world of The Pagemaster (played by Christopher Lloyd of Back to the Future fame). In order to get back to the world of riots, famine, plague and all-round nastiness, Richard has to overcome his fears of, er, just about everything.

If this kid is so stressed out, he might as well stay in his fantasy world. But no, there's a story to be told and a moral to be rammed down our throats.

To overcome all his fears and hang-ups, to come to terms with his inner angst, to just chill out, Richard

has to face an assortment of fictional baddies. Mr Hyde, Jacob Marley, Frankenstein's Monster, Long John Silver, Captain Ahab and the Big Bad Wolf all have to be confronted.

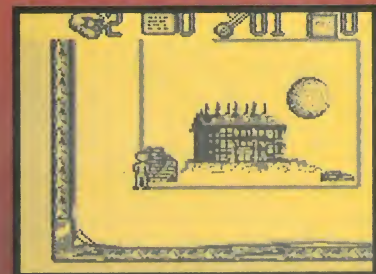
In game terms this means a trip through Horror World, Adventure World and Fantasy World, collecting magic shoes, bags of eyeballs, sticky goo and fairy dust. And all this takes place in a platform setting with the characters moving in a very similar manner to those seen in Blues Brothers.

Books apply some arcade style action and play a vital role in all the proceedings. These novels can also be gateways to the numerous secret rooms which are hidden throughout the large, scrolling levels.

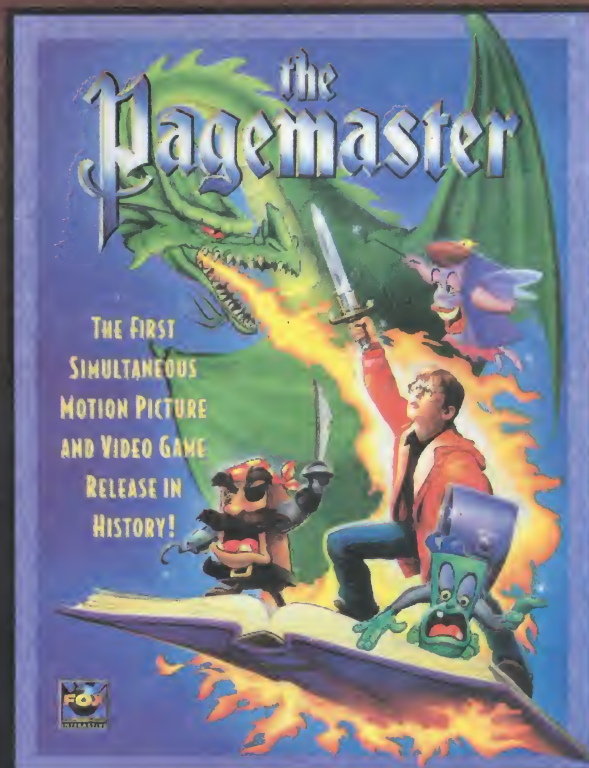
It's all developed by Probe Software, the team behind FIFA amongst others, and with a pedigree like that it should be a bit of a stormer. Check out next month's mag for an in-depth review. **GBA**



▲ Books play a large part in Tyler's adventure, as does hanging from wires. That'll help him overcome his fear of heights



▲ The journey begins on this long and straight road. Young Tyler has to go through a range of different worlds, confronting his inner fears, facing his problems, talking to an agony aunt





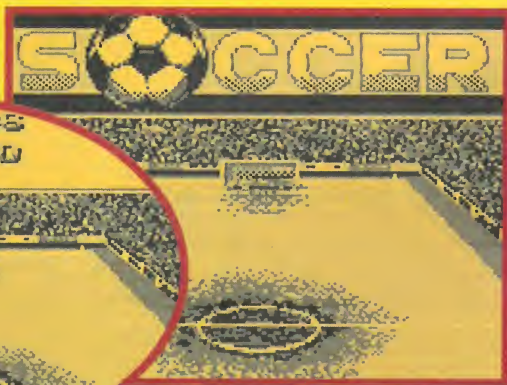
# REVIEWS PREVIEW

Game Boy near you • Coming soon to a Game Boy near

## SOCCER

FROM: **Nintendo** OUT: **December**

The greatest international stage in the footballing calendar beckons. It's time to compete in the World, er, Championship



▲ A mid-winter pitch with the centre circle realistically churned into a mud bath. Good eh?

**W**hat football games are there on the Game Boy? There's the old Nintendo World Cup – a bit naff, there's Super Kick Off – also a bit garbage, there's Goal! – a great two-player option, there's Striker – smart, and there's World Cup USA '94 – really smart. Right?

Well, not quite. It might be a little difficult to find Elite's Striker

because Nintendo are releasing Soccer, which does, to be fair, bear a remarkable likeness to the former.

Repackaged and remoulded to remove any suggestion of ties with the 1994 World Cup Finals and re-released as Soccer. This is what's happened to Striker.

But, Nintendo suggest that this is a fresh game, laughing off suggestions of links to any other, so let's give it a fresh look.

Nintendo's Soccer gives a single player (no two-player option) the chance to compete in friendlies, league, knockout or tournament competitions featuring most of the major footballing



▲ Above: Nice tackle, young man. Right: What is that screen shot? I don't remember it. Looks a bit like a goalie I s'pose, and a Game Boy. Indeedy!

nations from throughout the world. It even includes the mighty England!

Options galore adorn the game setup, and the speed can be altered to your specific taste, effectively giving three levels of difficulty. Goalkeepers have three levels of competence from the Alan Kelly (outstanding) to the Dave Beasant (hmm). You can even play God and change the weather conditions, again affecting the game speed.

Then there are team details and plenty of squad, subs and formation options to set everything up exactly how you want it.

Now you're ready for the match where good sized players pass, dribble, shoot and tackle to their

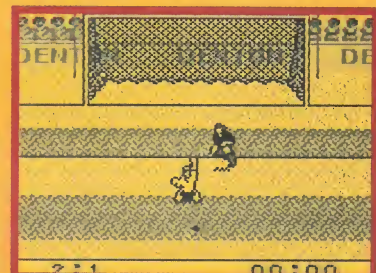
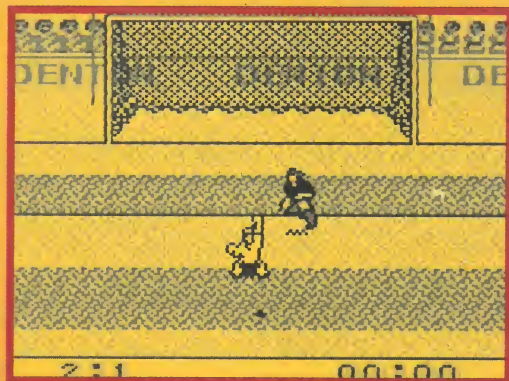
hearts' content. The referee's whistle is set at a highly irritating pitch, but hey, isn't it always? Yellow cards and sendings off are also featured for those ill-timed or just plain vicious sliding tackles and elbows. (No witty analogy to current Premiership players for fear of High Court actions).



▲ Throw in. Smart. Nice one. Lob it to the guy at the bottom. Ace

It all seems pretty realistic, and what's particularly impressive is the feeling of body strength in tackling. What this all adds up to is an entertaining, realistic, challenging soccer game which should keep all football fans appeased.

Soccer is due for release in December and could be seriously worth considering. Come on you Blades! **GBA**







# REVIEW OF

**As Old Father Time brings his scythe down on yet another year, we take a peek at some of the highs and some of the lows of 1994**



## Cak Paks

Okay, so there were a lot of great games available, but inevitably, there were also a couple of dire efforts which should never have seen the light of day.

### Gear Works 42% Issue 21

Astoundingly unplayable, dull and boring. This attempt to create a puzzler with the addictive qualities of Tetris failed miserably, and we pity all those people who bought it.

### WWF The Main Event 49% Issue 25

Another flippin' wrestling sim to add to the many others. Offering nothing new, it just tried to cash in on the continuing (why?) popularity of this dreadful American 'sport'.

### Super Game Boy

1994 saw the arrival of the latest piece of Nintendo hardware. Game Boy owners have been wanting to play their games on a TV screen for years, but the SGB was seen by many as a bit of a let-down.

It enables Game Boy games to be played on the big screen, but only if you already own a SNES (£80) before shelling out on the SGB (£50). Bargain? Hmm.

The letters arriving in our post-bag seemed to confirm Nintendo's view that you'd all be running out to buy one, and with more and more games arriving with their own SGB border and the full 13 colours, this should help boost interest. By next year we'll know whether it's been a rip-roaring success or not.



## Class Carts

Game Boy owners never had it so good. It's as simple as that. The quality of the carts reaching the shelves has gradually increased, and there's barely a game appearing which doesn't have at least a few features in its favour. So here's a quick recap of some of the top games of the year:

### Monster Max 94% Issue 26

Quite simply stunning. Jon Ritman created a classic which no self-respecting Game Boy owner should be without.

### Wario Land 93% Issue 24

Not surprisingly, Wario stormed to the top of the charts with a superbly presented platformer.

### Donkey Kong '94 94% Issue 30

Heralding the arrival of the Super Game Boy, this old classic was precisely converted to the handheld. Loads of levels of addictive gameplay made it a sure fire hit.

### Lawnmower Man 91% Issue 23

Recently given its official release, this is the closest the Game Boy will come to Virtual

Reality. A top game featuring platforming, shoot'em up and puzzle aspects.

### World Cup USA '94 92% Issue 26

This cart oozes sheer class, and just pipped Striker for the championship as World Cup fever got into full swing.

### Cool Spot 94% Issue 27

This is a stunning platformer featuring a standard of animation never before seen on the Game Boy. Evidence of what Game Boy games can be like if a bit of thought is applied.

### Race Days 94% Issue 29

Gametek got two top games and packed them on to one cart. It had to be a bargain. Both Dirty Racin' and 4 Wheel Drive are class in their own

right. Put them together and it's unmissable.

### Lemmings 2 95% Issue 32

An absolute stormer. Oozing addictive gameplay, this took the excellence of the original Lemmings to a new, higher plane. Quite simply brilliant.

### Madden '95 92% Issue 33

American football on the Game Boy. They said it couldn't be done, but Madden proved everyone wrong. It's a class simulation of a highly complex game.

### Desert Strike 90% Issue 31

After the glory that was the Mega Drive version came a handheld variant of equal quality. An amazing reproduction of the top helicopter shoot'em up.



# THE

# 1994 YEAR



## Big Events

Surprisingly enough the world does continue outside the confines of the offices of GB Action. Here are some of the highlights:

### Ireland

The historic move towards peace in the trouble torn province. Fine work all round.

### Royal Family

Always in the news, and this year was no exception with Prince Charles' admission of adultery on national TV. Hmm, not so fine work.

### Wet Wet Wet

This cheery band were number one all year! Scottish scumbags.

### Take That

An image change thrust these fine young men to the forefront of teeny stardom. Good for them.

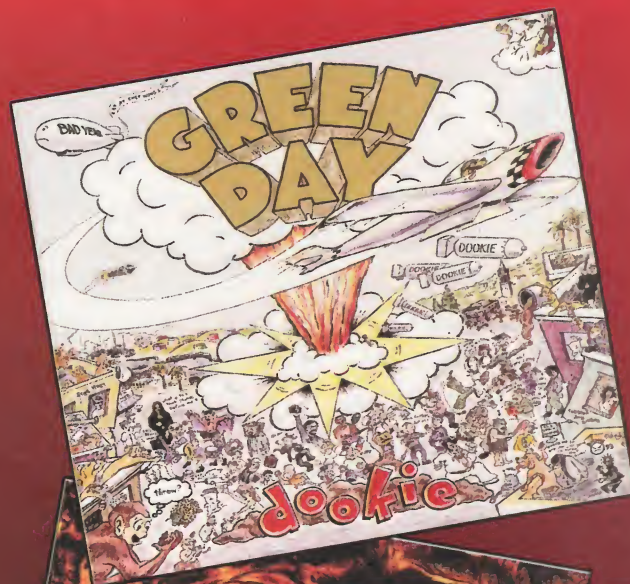
### World Cup

Brazil ran out winners in the great football spectacle. And of course England weren't there thanks to a certain Graham "do I not like that" Taylor and Ronald "cheatin' Dutch scumbag" Koeman.

## Top Albums

Andy's tunes have delighted the assorted collection of reprobates masquerading as writers on some of our sister mags. He vigorously claims that such comments as, "what is this utter drivel?", are merely expressions of pleasure and delight at the cacophony of sound emanating from the office ghetto blaster. (Ta very much Sil!)

A list of his top albums was felt necessary, and who are we to disagree? Get your ears around some:  
Nine Inch Nails - The Downward Spiral  
Green Day - Dookie  
dEUS - Worst Case Scenario





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# TIPS & GUIDES

Loads of codes for the Game Genie and Action Replay, and part seven of our ultra-handly Wario guide

Month after month we make your lives just that little bit easier by presenting you with a plethora of tips and cheats for some of your favourite Game Boy games. This month is no exception

## THE FIDGETS

The long awaited codes for this tester from Elite have been sent in by the ever so thoughtful Stephen Beverley from way up there in Aberdeen! Cheers buddy.

Level 2 - Gameboy-Ball-Spring  
Level 3 - Bulb-Box-Cheese  
Level 4 - Coin-Ball-Dice

## JURASSIC PARK

When the option screen appears, press up, down, left, up, down, right, select. Repeat this again and you should hear a small explosion. Then start the game, press A, B, start and select at the same time and you will skip levels.

This was sent in by Toby Lovell from Exmouth. Ta muchly! Enjoy.

## HUMANS

Why not treat yourself and take a look at these codes for the last nine levels of Humans. Sent in by Simon Austin from Hull.

Level 20 - PLMN  
Level 21 - SSXC  
Level 22 - KLLY  
Level 23 - QRWS  
Level 24 - VBSR  
Level 25 - TVYP  
Level 26 - LKMV  
Level 27 - QVCX  
Level 28 - PMHR

## MORTAL KOMBAT 2

Robert Johnson of Coventry has discovered a couple of secret fighters in this follow-up to the immensely popular beat'em-up, Mortal Kombat!

To fight Smoke, uppercut your current opponent until he pops his head out of the corner of the screen. When this happens, press down and start simultaneously, and you will be whisked off to Goro's lair to fight Smoke.

To fight Jade, in the last round of the match before the 7, use kicks to win the round and once again it's off to Goro's lair to fight Jade.

## KID DRACULA

Level 2 - 5613  
Level 4 - 7283  
Level 6 - 7225

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Take a look at our absolutely stupendous Monster Max guide

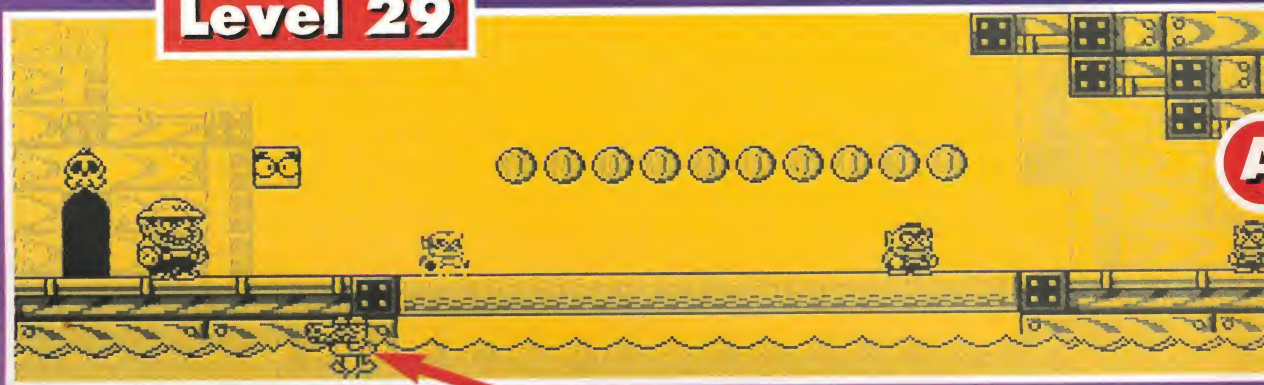


# WARIO G

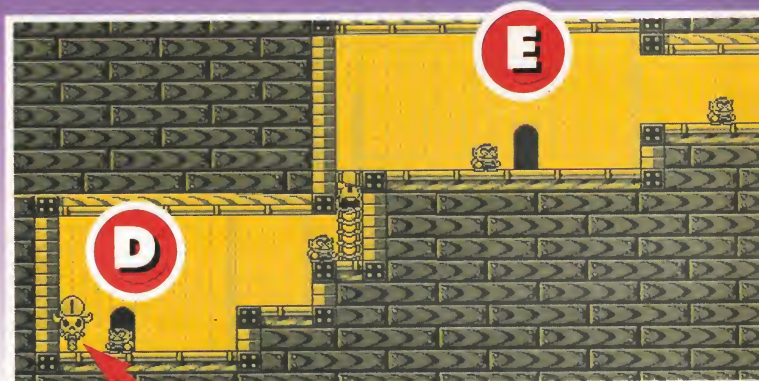


Progress is certainly being made in this instalment, with plenty of going backwards and forwards required to complete this strange stage. SS Tea Cup is completed and ??? Forest begins

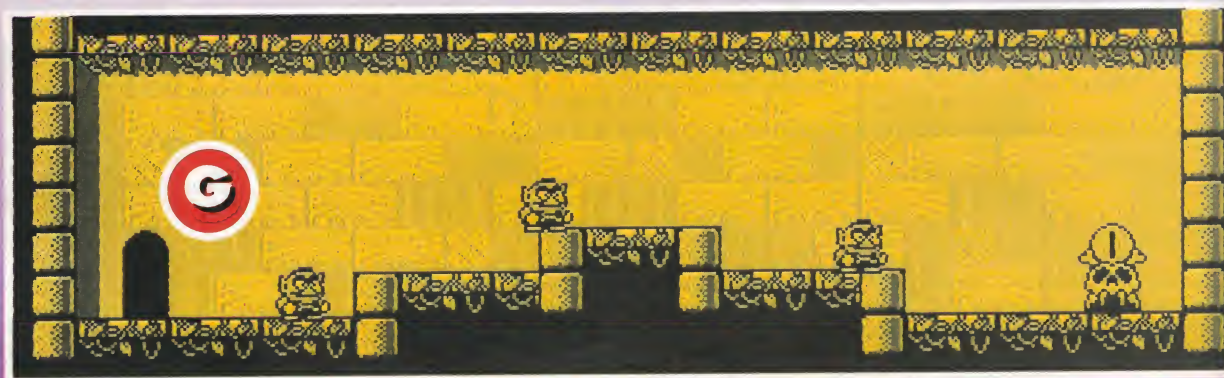
## Level 29



Watch out for the jumping gators and you'll safely reach door A and the rest of the level



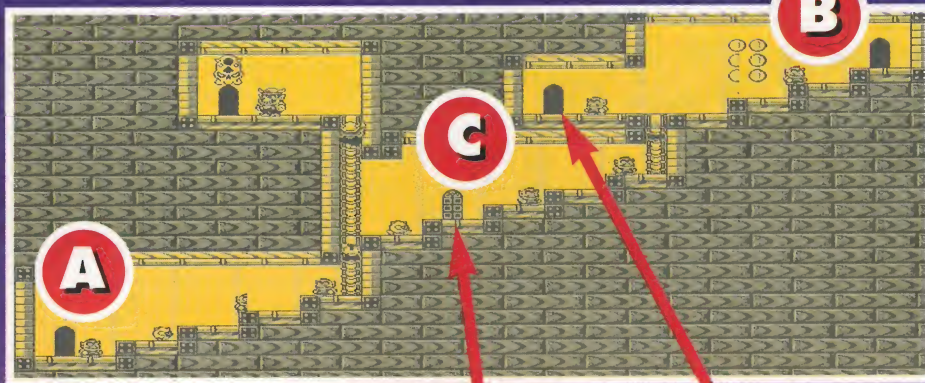
The halfway point!





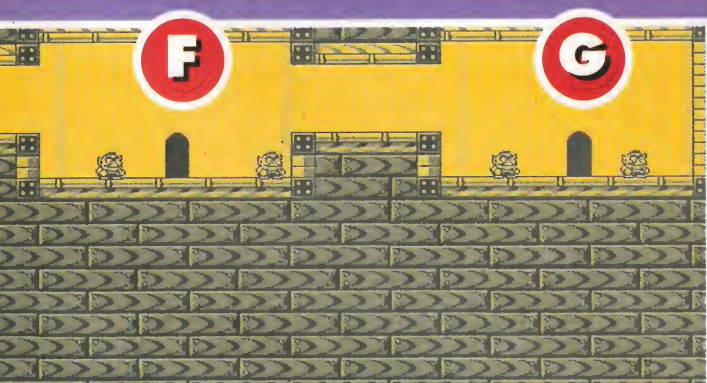
# GUIDE PART 7

A complex level with several areas to explore. Not too much trouble for you if you take your time and use caution



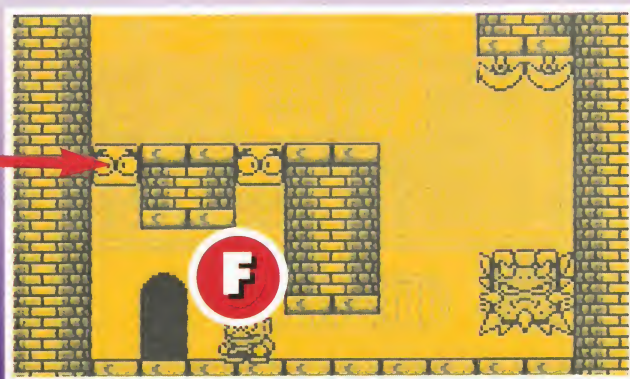
This door can only be accessed from the other side

Holds a hat! that's about it



This room contains two hearts and a hat!

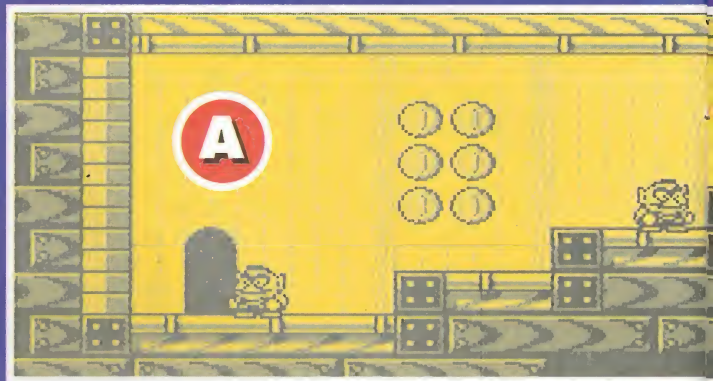
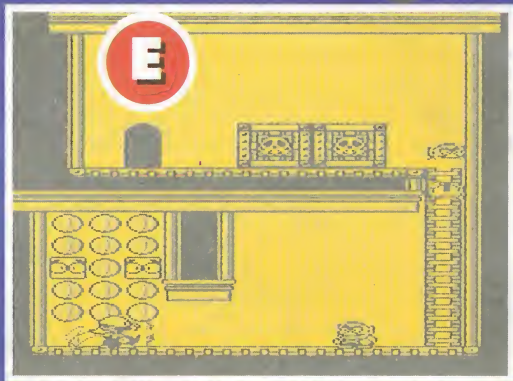
The key for the treasure room is right here



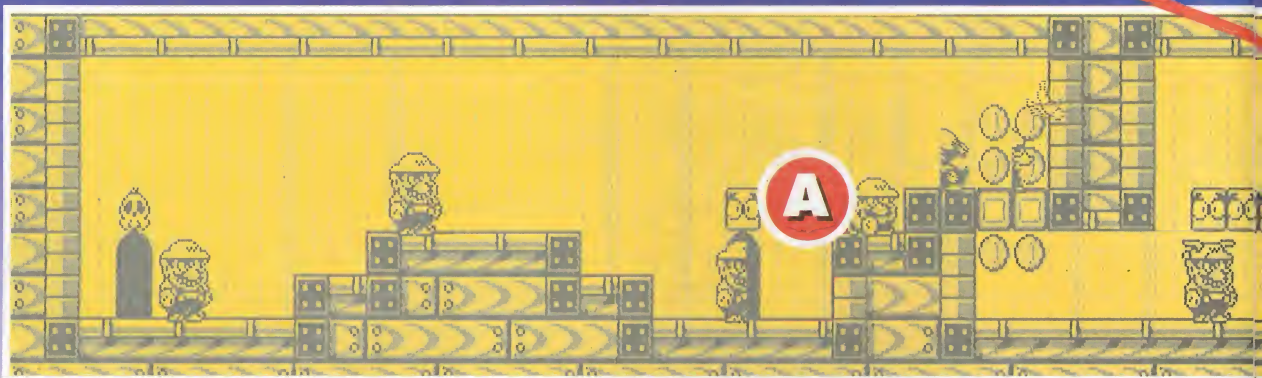
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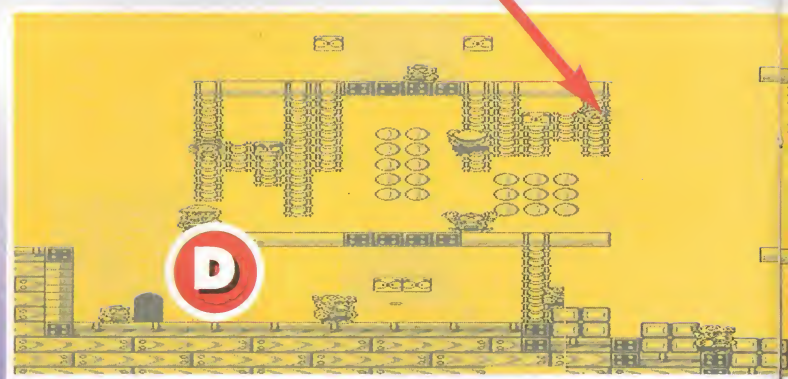
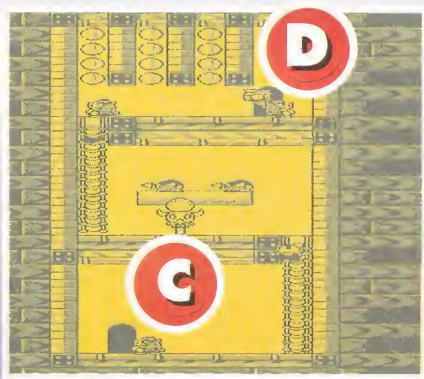
# ACTION PLAYER'S GUIDE



Once these blocks are destroyed, the entire level is opened up to you along with coins aplenty



Watch out for these nasties. Their claws will kill you, so make sure you keep well out of their way

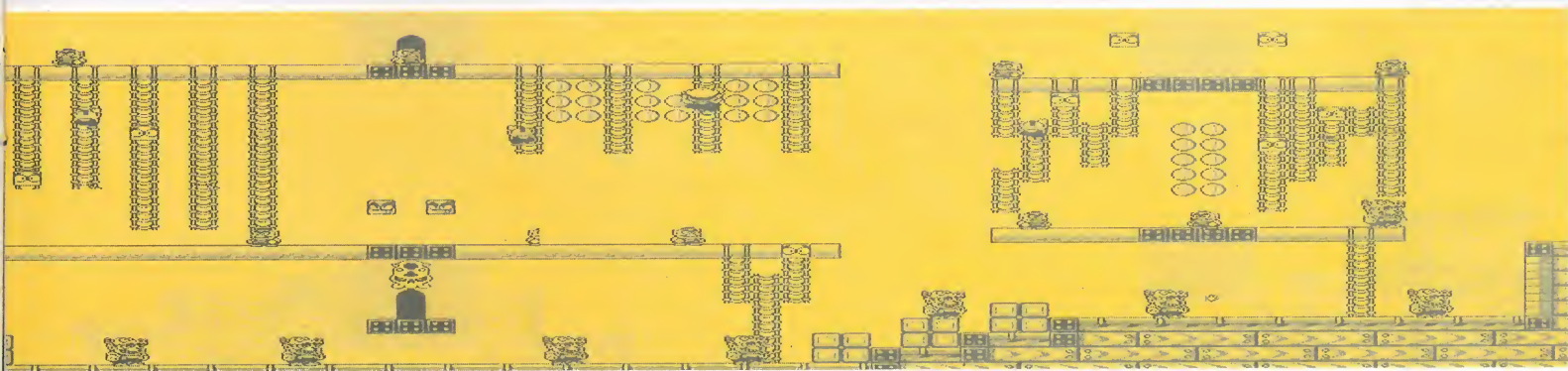
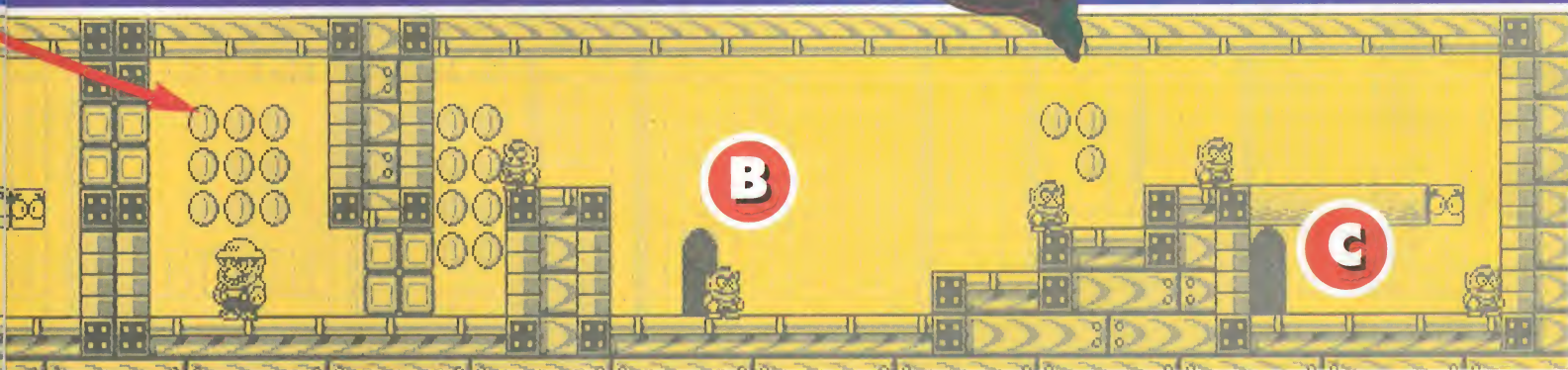




# Wario Guide Part 7

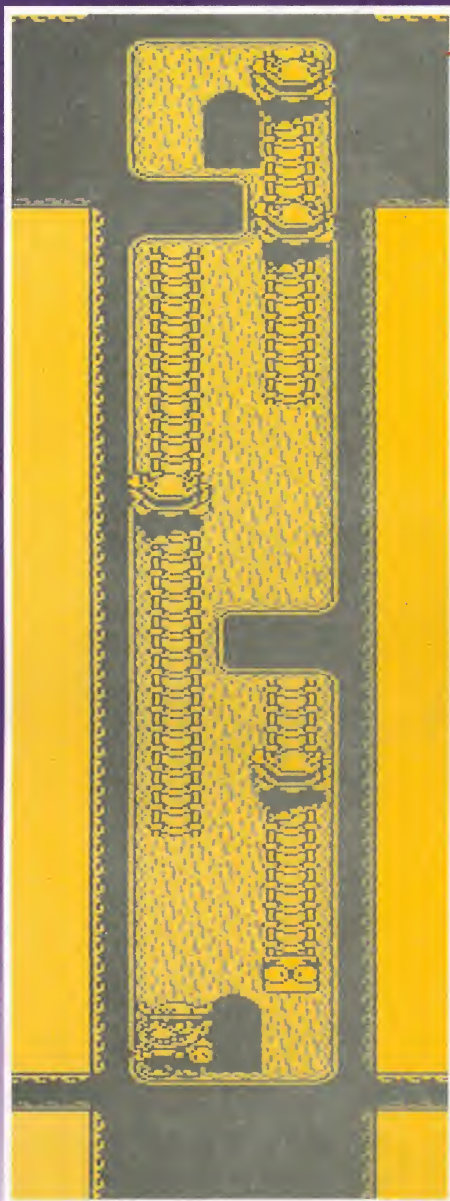
Plenty of bonus blocks here. There are loads of opportunities to obtain extra lives and you'll find yet another treasure!

## Level 30



Continued...





Dead easy this! Climb the ladders to reach the top and meet the end-of-level nasty



## Level 31

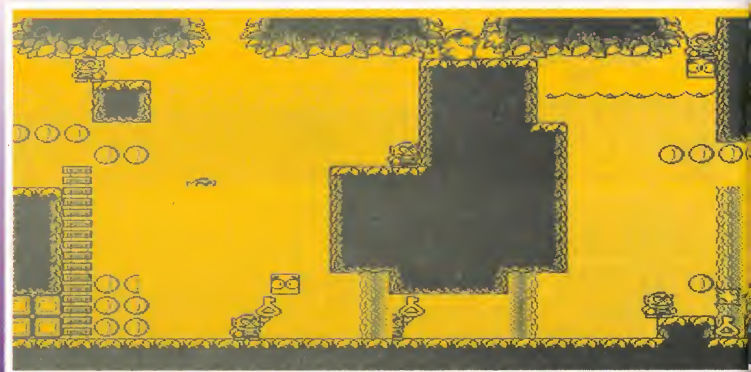
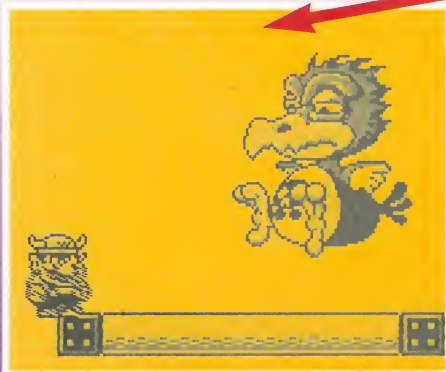


Watch out for spiked boulders when you're swimming through this level! Every time one of these can be seen, one boulder will fall from above



A little trickier than most, but if you have the Dragon Hat you can leap up whilst throwing the flames from your headgear. The baddie will take only three hits to the head before it is destroyed.

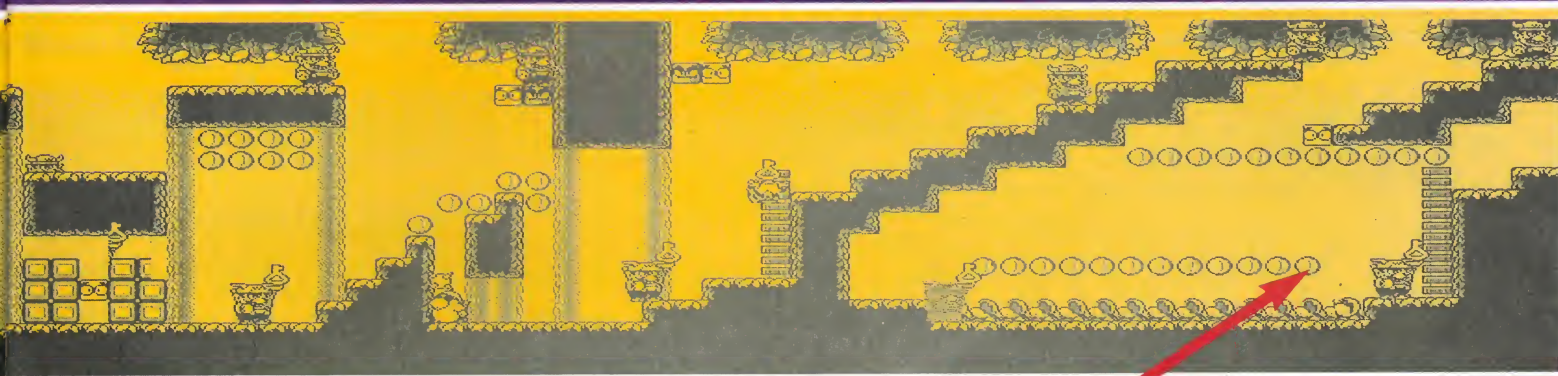
If you're without a weapon you will have to leap up and land on its head. It's not that difficult on paper, but when it throws its little buddies at you, some nifty dodging is needed. Jump on these to get the extra height needed to reach the big nasty's head!



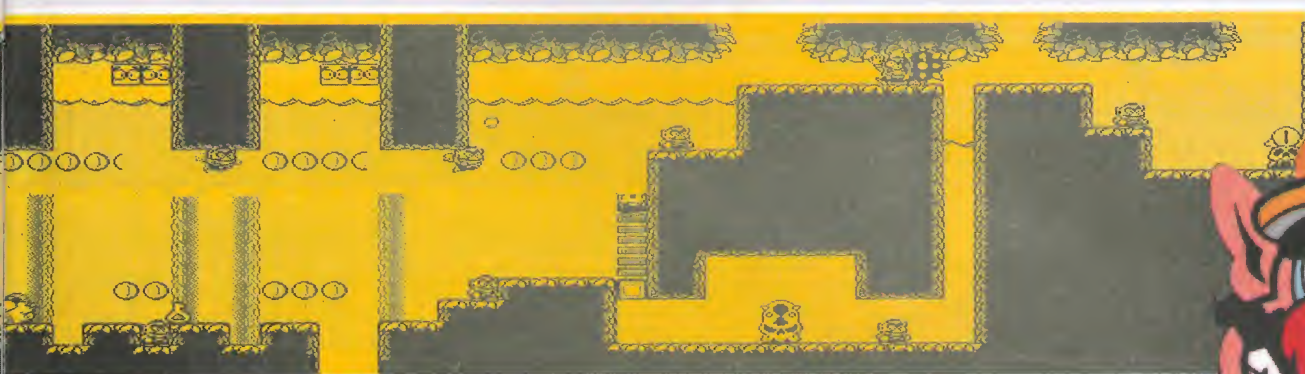
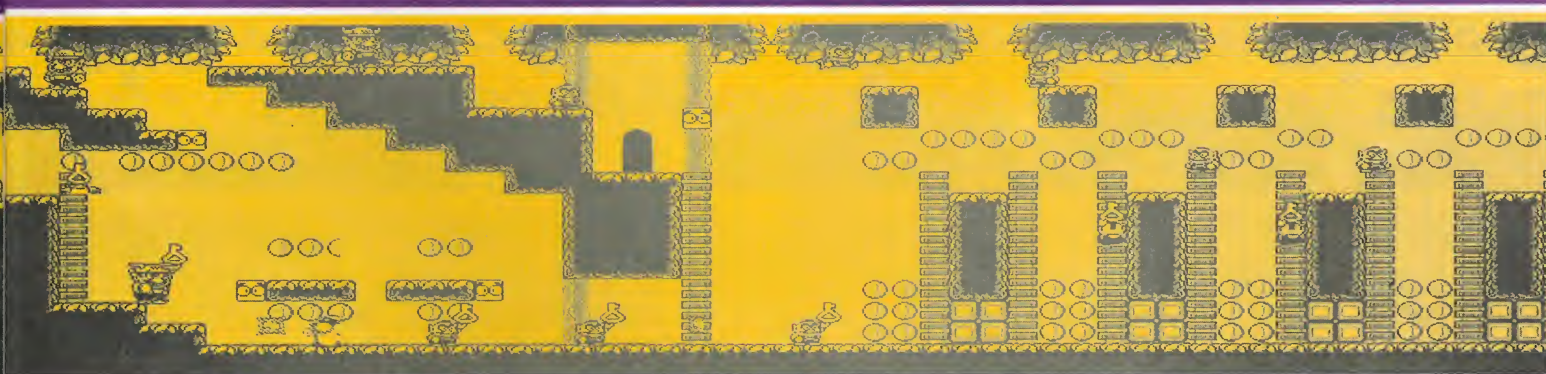


# Wario Guide Part 7

Absolutely enormous! The never-ending level. Initially this level will be flooded, and to clear the water you will have to hit a switch in level 33. The ladders and extra coins will appear once the level has been emptied of water!



These coins can be yours by collecting the invincibility icon from a nearby block!



End





# MONSTER

## PART ONE

The game of the year is starting to cause problems, so we at GB Action have decided to bring you a full guide to this crazy labyrinth of danger...



## STAGE 1



### STAGE 1

**01** Dead simple this. Use the bombs to blow the blocks away and then use the bombs again to destroy the crown thing!

### STAGE 2

**02** A little difficult this one. One of the blocks will vanish as you land, giving you just enough time to leap on to the next one. Some precision timing and exact skill is needed or the cauldrons below will kill you instantly. Make sure you are carrying the bag so you can collect the block at the foot of the others. You'll need this to leave the room!

**03 & 04** Use the extra block to place on the lift to collect the egg. This will allow you to remain safe from harm in the next room.

### STAGE 3

**05** A very icy floor here. Push the block towards the door past the nasty, but watch out – if mistimed, the nasty will guide your block away. NOTE: It pays to remember that at any time, and no matter what stage

you are on, you can have another attempt at a room by leaving and then re-entering!

**06** The trickiest room in this entire level as each block will disappear as you land on it. As before, you will need some precision timing to hop across the platforms – one mistake means you've lost a life! The only blocks which don't disappear are the ones underneath the doors.

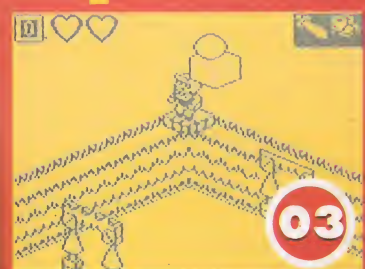
**07** The blocks disappear, causing you to die if you fall. It's tricky, but once again, can be cleared safely with careful timing.

**08** Not a worry if you time this correctly. You can walk on to the moving platforms and stroll out unharmed, but a single mistake and you will fall and die instantly!

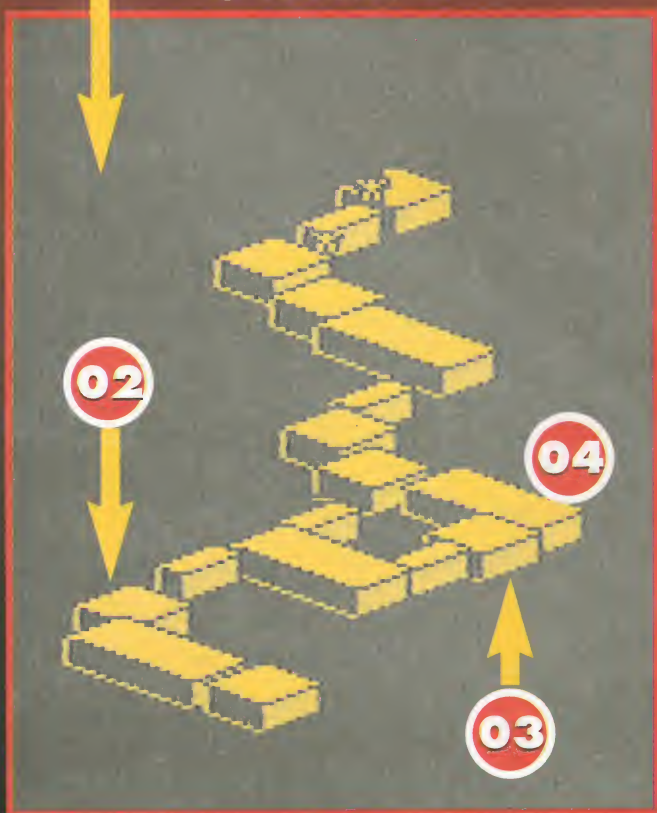
**09** Tricky but very possible. It's best executed while still influenced by the lightning icon. Pick up the bombs, drop one on the edge close to the professor and push it off. Run away from the impending explosion and you can leave stage three!



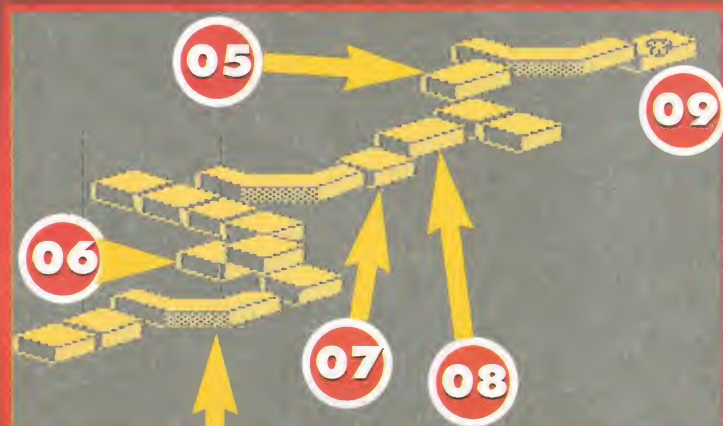
# ER MAX GUIDE



## STAGE 2



## STAGE 3





# Direct Action Replay

## F-15 STRIKE EAGLE

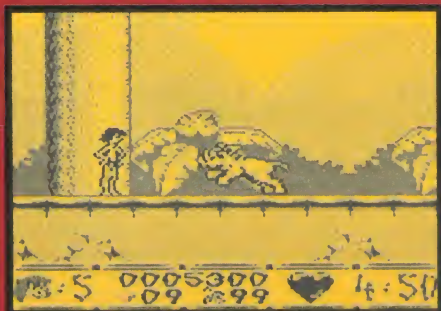
Thanks for these Matthew Allen from Herne Bay. Read 'em and weep everybody.

040F15C9 - Infinite NAVs  
04182BC9 - Infinite ECMs  
041E14C9 - Infinite SWDs

## JUNGLE BOOK

Casey Duke all the way from Los Angeles, USA, has sent us some hot codes for this palm pleaser.

0106B7C1 - Infinite lives  
0834B8C1 - Infinite energy



## SUPER JAMES POND

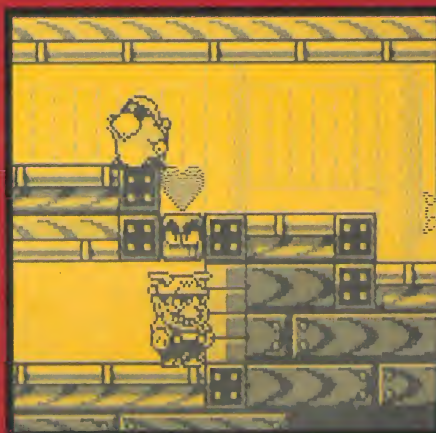
0103ACC0 - Infinite energy  
0103ABC0 - Infinite lives  
0001ABC0 - One life left

## BUBBLE GHOST

050AAC00 - Level 10  
0510ACC0 - Level 15  
0515ACC0 - Level 20  
051AAC00 - Level 25  
051FACC0 - Level 30  
0524ACC0 - Level 35  
086829C1 - Stop timer  
0105AFC0 - Infinite lives  
0304A4DE - Jazzy music

## WARIO LAND

010215DA - Infinite lives  
0C02B5FF - Infinite fireballs



## TURN AND BURN

0199E1CB - 99 lives  
01XXE0CB - Replace XX for level select

# GAME GENIE

## BILL AND TED'S

001 E1C E6E - Infinite lives  
005 81A E6E - Infinite time  
012 4ED E64 - Start on adventure 2  
032 4ED E64 - Start on adventure 4  
052 4ED E6A - Start on adventure 6  
072 4ED E6A - Start on adventure 8  
092 4ED E6A - Start on adventure 10

## PROBOTECTOR

Sent in by Ian McDonald from Glasgow. Cheers bud!

216 CDA 4C1 - Infinite lives  
051 87F E6A - Start on any level between one and four  
051 8CF E6E - Start on level five

## MORTAL KOMBAT

D43 08A 24D - Will let you play against Goro as your first opponent. David Hook from Westbury gets a nation's thanks for this beauty!

## DONKEY KONG '94

Along with this month's Action Replay codes for Jungle Book, Casey Duke from Los Angeles has come up with these codes for this classic. Keep them rolling in. The more the merrier!

009 4DF 3BE - Infinite lives  
00C 34F E6E - Infinite time

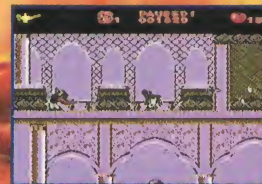
Come on, get those Action Replay and Game Genie codes sent in. If you send in a good one then we might even send you a game in return.

Send all your codes to:-

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Europa House  
Adlington Park  
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SK10 4NP



# Disney's Aladdin



© DISNEY

**H**ang on to your carpet for ACTION and FUN! Aladdin slashes his shining scimitar to fight through Agrabah, escape the Sultan's, survive the fiery Cave of Wonders, snatch the Genies Lamp and save Princess Jasmine from the evil Jafar!



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# the test of TIME

GB Action, Europress  
Enterprise, Europa  
House, Adlington  
Park, Macclesfield.  
Don't forget to state  
which game(s) you'd like  
to see.

Join Andy once again as he boards the Tardis and take a trip back in time. While we're at it, let's take a peek at a few wondrous Game Boy offerings which have gone down in folklore as absolute classics

**T**he Test of Time pages come in for a bit of a battering in this issue's Write Here Write Now, but we know the majority of our readers are in favour of this monthly trip into the past.

Where would we be without the classics of yesteryear? What would today's software companies have to aspire to if benchmark products didn't exist? A fair comment we're sure you'll agree.

Anyway, you can be safe in the knowledge that as long as there are Game Boys and GB Action, there will be The Test of Time. Read on.

## ASTEROIDS

Accolade 73% Issue N/A



▲ The problem with Asteroids is that the screenshots are a little bland, making captions extremely tricky



▲ See what I mean? There's a ship and there are some rocks, er, yes

**L**et's face it, Asteroids has the problem of being a game you either love or hate and is further hindered by a lack of varying gameplay. In fact, each stage is pretty much the same as the last, the only difference being that the asteroids get faster and more numerous. And to be honest, that's about it!

Retro fans are still in love with the game today, but the lack of depth is a serious problem. With the older games all making an appearance nowadays, Asteroids can boast it was around long before most of the rest. Maybe this is what started the current trend.



### WARP RATING

Clear and precise graphics, simple (if rather samey) gameplay, and, er, that's it! What more can be said? Asteroids has already proved its worth over the years and it's still here. However, I'm not so sure, so I'll only give it a score of three Tardis'.



▲ Apparently the game is over. Maybe I'll have better luck next time



# RACE DRIVIN'

THQ 73% Issue 17

**A** favourable review for one of THQ's finest efforts of old. Things are changing nowadays for this once dreaded software house, and Madden '95 and the yet to be released FIFA are true classics with gameplay, graphics and challenge all packed into the carts.

Back when this was bunged into the 'Boy, THQ games were the carts you were given to review if you were unlucky. However, Race Drivin'

surprised many reviewers, even the GB Action team.

Basically you can drive one of four speedsters on several varying tracks. Some involve stunt driving and others, full throttle speeding. The choice, as they say, is yours.

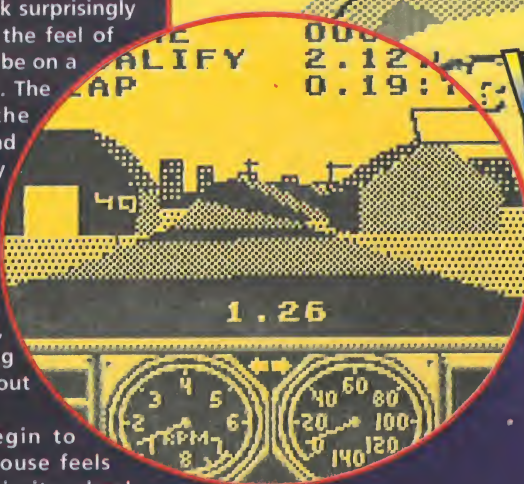
The 3D graphics work surprisingly well and do give you the feel of the terrain, whether it be on a plain or climbing a hill. The only problems are the rather puny sounds and the feeling of 'why exactly am I playing this?' The reason for this is that all the racing doesn't lead anywhere. You don't actually finish the race, you just keep cruising around until you run out of time.

Eventually you begin to understand how a mouse feels when it runs around in its wheel. Pretty pointless I'd say!

Perhaps I'm being a bit harsh, but then that's just me.



▲ The dashboard of the vehicle you have chosen tells you everything you could possibly want to know



▲ The graphics in Race Drivin' are absolutely superb, but the gameplay gets tedious very quickly indeed

## WARP RATING

Initially everybody was taken a little aback by the stunning graphics, but soon realised there was absolutely no point to the hard driving. It's was fun to play for about half an hour at the most and then boredom strikes. And it strikes hard!



# BASES LOADED

Jaleco 87% Issue 16

**A**s stated at the time, baseball is one of the most tedious sports to watch but one darn fine sport in which to participate. Not only that, but Bases Loaded is one of the finest sports sims to hit the dimensions of the 'Boy.

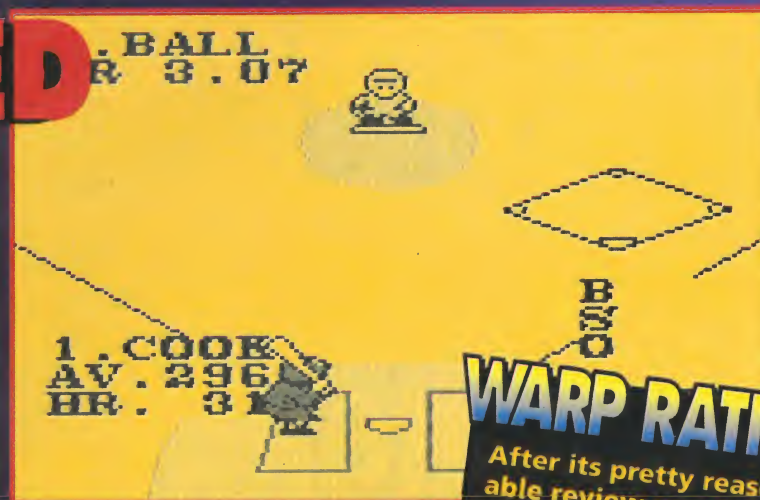
So how does it stand in the Test of Time? Well, it is very hard to instantly step up to the plate and start hitting home runs from the off. It's one of those games that will keep you playing until you can achieve the right mixture of skill and timing, even if you've played literally hundreds of times before.

The graphics are still clear and unusually cute for a sports sim, but they do work very well indeed. At no time are you left trying to figure out exactly what's going on, as is the case with some other sports games. For this reason it is extremely simple and enjoyable to play.

There are numerous pitches you can use to defeat your opponents, and guess what?

They're dead simple to do too! The rest is down to your fielders and how quickly they react. They're just as controllable as everything else in this excellent sim.

There have been no other attempts since, so that should suggest that either baseball isn't for the small screen or the pinnacle of the genre has been reached. I believe the latter.



▲ The pitcher stares out the batter



▲ It's a flyball hit to centre field and it's asking to be caught. Gasp!

## WARP RATING

After its pretty reasonable review way back when, I expected this to have lost some of its appeal. But, after a few plays, I realised that it's just as enjoyable today! And it is still the only baseball cart we've seen to date, so there! Well worth four Tardis'.





WATCH OUT DONKEY KONG!

# PREHISTORIK MAN

IS COMING TO GET YABBA DABBA YOU

AVAILABLE ON  
SNES IN JANUARY  
(ALTHOUGH I'LL  
PROBABLY BE  
EXTINCT BY THEN)

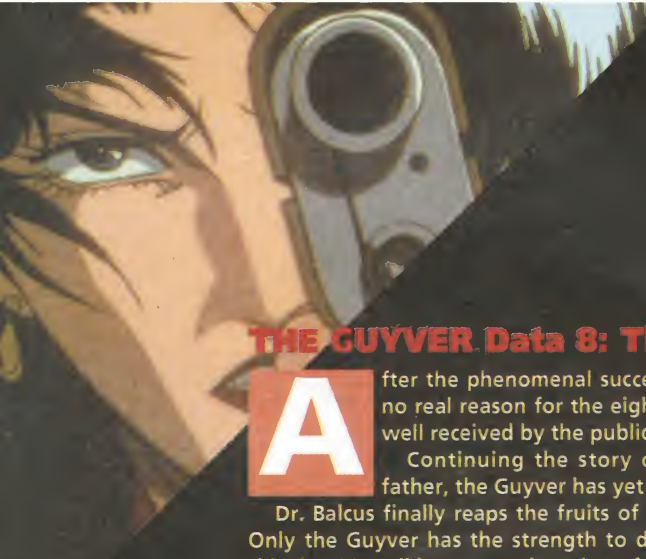
SPRITES ARE BOLD,  
WELL DETAILED AND  
WELL ANIMATED. A  
JOB TO BEHOLD!

**88%**  
GB ACTION



CLASS STUFF. GIVE IT A TRY  
SUPER GAMER





**Manga fans rejoice as we bring you news of the latest instalment in The Guyver series and more of the most up-to-the-minute reviews**

### THE GUYVER Data 8: The Lost Unit

**A**fter the phenomenal success of the previous seven episodes, there is no real reason for the eighth instalment of The Guyver to be any less well received by the public.

Continuing the story of Sho and his search for Mizuki and his father, the Guyver has yet to meet his toughest opponent.

Dr. Balcus finally reaps the fruits of his research and unleashes the 'Lost Units'. Only the Guyver has the strength to defeat them but has he taken on too much this time? You'll have to wait and see for yourself.

If you've succumbed to the charms of the earlier episodes, then this isn't to be missed. For those of you who haven't yet looked in on the world of The Guyver, what are you waiting for?

As if this wasn't enough, the Hellkat comic strip is also included on the inside sleeve. Well worth a read and value for money too.

**Cert: 15 Price: £5.99 Out: November 7**



### CYBER CITY OEDO 808 File 2: Psychic Trooper

**T**his latest cyberpunk offering sees the second part of the Cyber City trilogy blasting its way into view in November.

By all accounts, Tokyo in the 29th century is not a place to visit. Crime is rife and units of cyborg teams are out to prevent numerous computerised crimes taking place in the ghettos.

Gogul is a computer hacker and somewhat strangely, a heavyweight boxing champion to boot. His three strong team are drafted into the Cyber Police to gain an opportunity to lessen their phenomenally large prison sentences.

After being beaten to a criminal by a mechanical construct, he uncovers a military operation to manufacture a brutal killing machine. Simply called The Psychic Trooper, it is constructed from a human corpse and a cyborg body. Combine this with super mobility and firepower any self respecting nation would be proud of, and you're getting close to the Psychic Trooper's make up.

Cyber City is quite simply stunning. Top story, top animation and top action sequences. Who could ask for more?

**Cert: 18 Price: £9.99 Out: November 7**



### APPLESEED

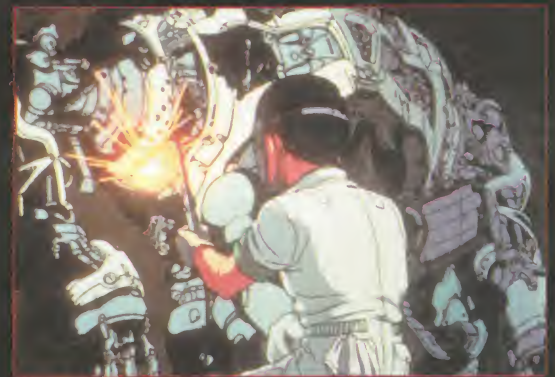
**I**f these Manga movies are to be believed, the world of the future won't be too nice a place to live. Appleseed is the latest offering to paint a bleak forecast for the human race.

After World War 3, a perfect world is constructed and carefully monitored by Biodroids. These half human, half robot police rule with a firm hand, and the human population grow weary of their lack of rights.

As the plot unfolds, human terrorists plot to destroy the central computer to obtain their freedom. Only then can mankind be totally free again.

**Cert: 15 Price: £11.99 Out: November 7**

Check out the news pages for details of our great Manga comp.



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# COMPETITION

## THE MANE ATTRACTION

With *The Lion King* wowing cinema audiences all over the world, what better time to bring you a superb Simba-style competition?

**D**isney's stunning story of Simba the Lion has stormed the box office on both sides of the Atlantic, and Virgin are releasing the game tie-in on all formats with the Game Boy version (reviewed on page eight) to appear in February next year.

The Disney animators went to town with their familiar expertise, creating an amazing spectacle of life in the jungle. The story follows Simba's quest to fulfil a destiny which will see him enthroned as king. It's a thrills and spills roller-coaster ride all the way.

To celebrate the release of the film, Virgin are offering 10 copies of the game (when it finally comes out, so be patient) to the lucky readers who can answer these three taxing questions. **GBA**

### QUESTIONS

1. What is the collective noun for lions (or what do you call a bunch of them)?
  - a) Scary
  - b) Pride
  - c) Fluff
2. What is Simba's evil uncle called?
  - a) Algernon
  - b) Flower
  - c) Scar
3. Simba has a couple of friends to help him. What are their names?
  - a) Timon and Pumbaa
  - b) Johnny and Ronnie
  - c) Laurel and Hardy

### COMPO COUPON

#### ANSWERS

Send your entries to:

**The Lion King  
Competition,  
GB Action,  
Europa House,  
Adlington Park,  
Macclesfield,  
SK10 4NP**

- 1) .....
- 2) .....
- 3) .....

Name .....

Address .....

Post Code .....

Entries to be in by JANUARY 20 1994.

☐ I do not wish to receive promotional material from other companies

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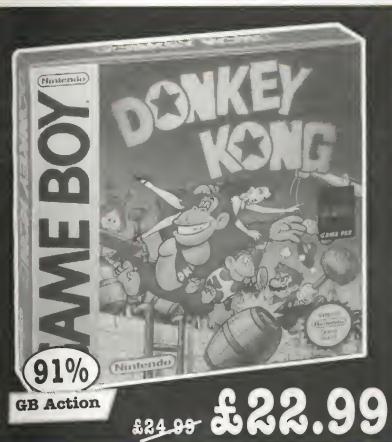
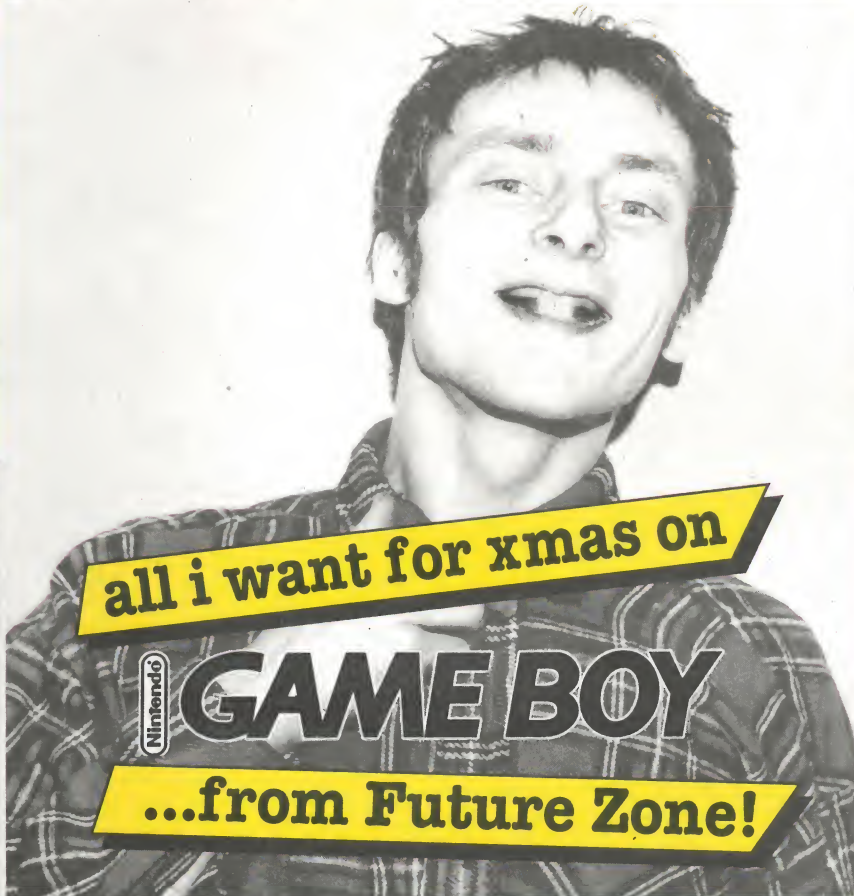


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**Ideas and opinions are what we wanted, questions and problems is what we got! But hey, we're here to service your needs, so the questions and problems are answered and solved. We are good to you, aren't we?!**

## Play It Again

Dear GB Action,

Firstly, I would like to say how good your magazine is and I will definitely be buying it for centuries to come.

Now to get to my point: You have been saving up for about a year for a new and sparkling Game Boy game, so you go to your local store and buy it. You think, "Wow! A new game. This should fill up my spare time."

It's one of those great games which you play solidly for a month and then you finally complete it. After this the game gets lost behind your wardrobe and you never play it again for a loooong time.

When I bought Zelda I played it loads of times and completed it, then I completed it a few more times, then I put it down.

What I'm trying to say is that once you have completed a game you don't play it again much because you know how to solve the puzzles or whatever and it becomes boring.

Wario Land has six possible endings and lots of routes so you want to play it again after you've completed it.

Now that I've got that off my chest, I have a question: Is World Cup USA '94 the best footy game on the Game Boy?

PS My highest score on Tetris is 200 lines.

David Rogers, Penarth

*But David, did you complete Zelda and find all the seashells or all the hearts? Did you complete it without losing a life or were you hanging on at the end? While Wario is a good game, it's not as long lasting as something like Zelda.*

*Our mailbag contains loads of letters from people who completed Wario in a week or less. Can anyone honestly claim that they did Zelda so fast?*

*And the answer to your question is 'yes'.*

## Button Problems

Dear GB Action,

In your magazine you call the buttons A, B, C, D. On my Game Boy only two buttons are lettered. I would be grateful if you could tell me which is button C and D. On my Game Boy they are marked as Select and Start.

Timothy Major, Aberdare

*Timothy, Timothy, Timothy, we've never mentioned a C button. There isn't one. Don't worry, you haven't got a defective Game Boy. The Control Pad (that black cross) is sometimes referred to as the Direction (or D) button. Okay?*

## Wario The First?

Dear GB Action,

I was reading your October readers page a few days ago and I noticed that two females had written in to say that they had completed Tetris game B level nine, five high. Well, am I the first person to claim that I have finished Wario in one

day. Not only this, but I collected all treasures and got the maximum 99,999 coins giving me the Moon as my castle?

I have also completed Zelda in two days, collecting all hearts and seashells.

Rory O' Malley, Kent

*We've had loads of claims to Wario stardom but yours was the first to mention the planet ending, Rory, so I guess you must be number one.*

*And then you go and disprove the comments made about long lasting games (above) although I find your claim a little hard to believe – unless you followed our guide, of course.*

## Good Ole Black and White

Dear GB Action,

I think that the SGB is an okay idea because it saves money (you can buy GB games to play on the SNES instead of SNES games), but the coloured Game Boy games don't look too good.

To cut a long story short I think the Game Boy is trying to be something it isn't. I for one am totally satisfied with the good old black and white portable palm pleaser.

Just out of curiosity I would like to know if there is a prize for the star letter and if so, what is it? Also I would definitely prefer posters (such as Cool Spot, Lawnmower Man and Kirby) to calendars. Oh, and I think a monthly art competition is a great idea.

Simon Warr (just call me Sim – no formalities with me) – How about an address Simon/Sim, we won't come round looking for you y'know.

## Utter Drivel

Dear GB Action,

I come from America and over there lots of people want to know how you play 'Jimmy the Wonder Sheep' on MK2.

One day I was playing Reptile against Raiden. I had lost a round and won one. On the last round I won and when it said 'Finish Him' I pressed start, select, up, right, down, left, B, A five times very fast and suddenly the screen turned black and Jimmy the Wonder Sheep dropped from the sky and written on the screen it said 'You have found me, now you must break me'. I defeated him and he said 'Now we can play' and the game

reset itself and now I can be him all the time. It is very hard to do but it's worth it.

Jimmy Joe Ray, alias Hugo el paso sam doogo, Harrow, Middlesex

*I'd just like you to know that I know who you are, your address and your friends (AJ). I've informed the local psychiatry department so that they can give you the medical attention you so desperately need.*

*Your friends' infatuation with bottoms is unnerving. I feel a duty, an obligation to the good people who read GB Action to tell them your real name. But I'm out of space...*



*I'd agree that some GB games can look a little garish with added colour.*

*The best bet would simply be to turn down the colour on your TV set, allowing you to still play the games on the big screen, but in mono.*

*And there is an excellent prize for the star letter. That prize is the honour of seeing your opinions and ideas in print, where they can be read and digested by millions of other Game Boy owners.*

*So you'll have liked last month's giveaway Lemmings 2 poster then? We always aim to please.*

*As for art comps, we've slightly reorganised competitions to include such things, so expect to see the results very soon.*

## Worthy Endings

Dear GB Action,

Hi, I'm a fourteen year old kid from Dublin [Hi - GBA team]. Firstly, just to get this out of the way, I buy your mag every month and I think you deserve a big round of applause because the mag is absolutely brilliant.

One thing I don't like is that Game Boy fanatics like me, from the fabulous country I live in, cannot go in for the competitions.

Okay, down to business. Something that drives me mad on games such as Mortal Kombat is that after you've battled your way through this game (which isn't that hard) and you have beaten Shang Tsung, all that happens is that 'Outstanding' comes up on the screen and the credits come down. Boring!

Compare that to the ending of Zelda which lasts for nearly five minutes. You wouldn't believe how many times I played it just to see the ending.

I want to congratulate Nintendo on a couple of things. Firstly on the standard of their games. You only have to look at the Game Boy charts and Nintendo dominate it every time. Also, the amount of games which are available for the Game Boy.

Will it only be games produced by Nintendo that will be compatible with the Super Game Boy? Finally (at last) could you give me some codes for Castle Quest.

Kenneth Moran, Dublin

*Thanks for your kind words, Kenneth. Why not send in entries to the competitions. You never know, should your name get pulled out of the proverbial hat, a prize may make its way to the Emerald Isle.*

*I agree with your comments about game endings. The Zelda one has never been topped and gives such a sense of achievement it is worth playing the game through several times.*

*And all Game Boy games are SGB compatible, not just Nintendo's. As for Castle Quest, we don't like to see our readers struggling, so here are a few codes:*

*Level 3: 4R1NG2*

*Level 4: M2L4N*

*Level 5: CH2RR6*

*(others I found went AWOL, sorry!)*

# Assorted Comments



Dear GB Action,

I like your mag but I hope you're open to some constructive criticism (and compliments).

Firstly, in reply to Miss H. Easton [issue 30], I agree with you about invincibility cheats and the like spoiling a game. But, if you're stuck on a tricky part of a game that you just can't get past, it ends up on the shelf gathering dust. However, if you have a handy tip or hint to get you past the offending point, it gives the game a whole new lifespan.

I have seen a Manga film and to be honest I wasn't blown away, but then I didn't think it was crap. I don't understand why it has a place in Game Boy Action.

I like miniature wargaming and I bet a lot of other Game Boy owners do as well, but we don't demand that it has to have a place in our Game Boy mag.

I'm sorry, but a vague possibility of a Manga related game on the 'Boy doesn't warrant it a place in this mag.

About rating games. I think that the Buyer's Guide is great, and it's nice to see it has been updated recently. But instead of having conflicting reviews in the form of Test of Time, why not just change the ratings in the Buyer's Guide now and then?

Failing this you could indicate in which issue an old game was Time Tested by putting the relevant issue number next to the review in the Buyer's Guide.

Please tell me what is the point of Public Eye? Surely one person's view of a game is not worth printing. A game should be reviewed by the whole GB Action team, not one amateur.

Are you aware that in issue 30, Michael Compton sent in a review of Double Dragon 2 that was taken straight from your review in the Buyer's Guide. That idiot should be shot.

Finally, could you use more percentages in your ratings of games and play them through properly. Percentages are more accurate than marks out of ten.

And your review of Navy SEALs says the game only has four levels, but if you persevere you would see it also has a sprawling fifth level.

What is the best GB game apart from Zelda and platformers?

Should I get Empire Strikes Back or Lemmings 2? Or even Bomberman 1/2? Alex Monaco, Upper Caldecote

**Some very fine points, Alex, which deserve comment.**

Firstly, you do have a point about the use of cheats. The problem seems to be that many people are all too eager to administer hints and cheats, rather than attack the problem themselves. Of course, this seems to defeat the object of the game playing exercise, but it's their money, I suppose.

To be fair, Manga does have a more widespread appeal than miniature wargaming - entertaining hobby though it might be. And the news of a Manga related game is definite - THQ will be releasing Akira in the new year.

Our ToT section is based on the philosophy that you shouldn't give games new percentages since it would be unfair to take them out of the time period when they were originally released. However we will bear your comments in mind.

Public Eye has always been a popular feature, since, while the vast majority of people agree with the team's reviews, some don't, and like to express their opinions of games through this column.

We think it fair to give the games buyers a say - so Public Eye stays (so long as we keep receiving the entries).

Michael Compton's review could have been pure coincidence, but to make sure, we took him out and shot him anyway. We'll have none of that plagiarism thing here, thank you very much.

And we play the games as much as is humanly possible to get the best understanding of what they contain. Obviously we can't play every game from beginning to end because that would be impossible, so we do what we can in the limited time available.

It is inevitable that we will miss certain bits in some of the more in-depth carts - but that's acceptable 'cos we're perfect the rest of the time! Well most of the time anyway. GBA

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# ASK DOCTOR ROBERT

**WRITE HERE  
WRITE NOW**

**GB Action,  
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**Yet another conundrum of your queries and concerns, all expertly answered by your friend and mine, the ridiculously helpful Doc**

## Decent Games

1. I'm looking for a decent, original game. Would Populous be a good choice?
2. Which is better, Bomberman or Dynablast?
3. Last year (or two years ago) I heard news about a 'work boy'. It was a mini keyboard that plugged into the Game Boy and could be used as a personal organiser etc. Now I can't find it anywhere or in any advertisement. What happened to it?
4. Any codes for Best of the Best? George Berrills, Co. Louth, Ireland

1. Probably. Populous is certainly original and an epic challenge if you can get into it.
2. Bomberman, although it seems that it may not get a release. Sad and surprising since it's such a good game, but that's software companies for you. You'll still get loads of fun from Dynablast though.
3. It appears to have disappeared to the great innovation graveyard in the sky.
4. On the options screen enter XV554QDX8 for extra strength and a couple more medals. Game Genie code: N05 540 HHD will give you 98% fighting ability and a chance to win the championship. Also try N05 543 PHM for 99% ability.

## Even More Zelda

How do I get the Magic Rod on Zelda? I am also stuck on level eight, in the third room north from the entrance. You have to fill the floor with the moving chest, how do you do it?  
Justin Lee, Hainault

Get enough keys to get through the blocks barring your way to some stairs (room 34 on the map). Then kill the boxer. The chest there holds the Fire Rod.

- You don't have to fill the area north of the entrance, just direct the floor to the passage you want to travel on.

## Jurassic Rex

- I am stuck on the T Rex. How many bullets does it take to kill it? Can you make Lex go behind you when she is following you? Legh Livesey (7), St Helens

- The simple answer is that you don't kill the T Rex. Just keep avoiding it and Lex should follow you to the ends of the Earth.

## Genie Trouble

- I am having difficulty beating the Genie at the end of Syrup Castle. I can hit him but I can never hit him again. How many times do you have to hit him and how on Earth do you do it? Paul Murphy, Kingston

- Timing and patience is needed. You have to throw the lamp so that it creates a cloud which floats upwards. Jump on this and then leap on to the Genie's head. About seven bashes should do it.

## Mortal Fatalities

- On Mortal Kombat 2 could you tell me how to do the fatality, babality and friendship moves for each fighter? I would be extremely grateful for your help. Robert Johnson, Ryton-on-Dunsmore

- Okey-dokey, and there's also a list of how to impale your opponent on the extremely painful ceiling spikes:

- Liu Kang  
Fatality: down, forward, back, back, kick  
Spikes: down, back, forward, forward, kick

- Babality: down, down, forward, back, kick  
Friendship: forward, back, back, back, kick

- Reptile  
Fatalities: back, back, down, kick  
Spikes: down, forward, forward, block  
Babality: down, back, back, kick

- Sub Zero  
Fatalities: forward, forward, down, kick (freeze), forward, down, forward, forward, punch (shatter)  
Spikes: forward, down, forward, forward, punch  
Babality: down, back, back, kick

- Shang Tsung  
Fatalities: hold block, up, down, up, kick  
Spikes: forward, down, forward, punch  
Babality: back, forward, down, kick

- Kitana  
Fatalities: block, block, block, kick  
Spikes: forward, down, forward, kick  
Babality: down, down, down, kick

- Jax  
Fatalities: hold punch, forward, forward, forward, forward  
Spikes: hold block, up, down, up, kick  
Babality: hold block, down, up, down, up, kick  
Friendship: down, down, up, up, kick

- Mileena  
Fatalities: hold kick for three seconds and release  
Spikes: forward, down, forward, kick  
Babality: down, down, down, kick

- Scorpion  
Fatalities: hold block, down, down, up, up, punch  
Spikes: down, forward, forward, block  
Babality: down, back, back, kick

- Now I think that most of these are right, but since nobody ever seems to be able to agree on what's what, don't anybody write in and give me a hard time if they don't work! I'm doing my best.



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# BUYERS GUIDE

The constantly up-dated GB Buyers Guide is the definitive listing of the finest games for your portable palm pleaser. Simply the best

## PLATFORMS

### Addams Family

**Ocean**  
Although graphically this may not be tremendous, it's a fun and challenging game with plenty there for the taking. Competent and cute, it'll appeal to any platform loving fan of the movie. 80%

### Adventure Island I & II

**Hudson Soft**  
Two playable if not overtly difficult romps taking you around various islands in a bid to find your lost girlfriend. Nothing new on display yet nothing to slate either. 70%

### Alien 3

**Acclaim**  
The bitch is back in a search and seek out the baddies puzzling extravaganza. Plenty of exploration and maze-like complexities that make for a teasing and very enduring challenge against the Aliens. 90%

### Aladdin

**Virgin**  
Tales from the Arabian Nights come to the small screen with Virgin's tie-in of the Disney classic. And what a fin job they did of it too. Okay so it's a basic platformer but the presentation is superb and there's enough gameplay to keep the interest going for a while. 87%

### Alien vs. Predator

**Activision**  
Two of the meanest big screen monsters are brought together (via comic books) in a seek and destroy action-cum-platform adventure. You play the Predator against a rampaging horde of Aliens. Fine presentation of sound and graphics with endearing gameplay make this one to look out for. 84%

### Alfred Chicken

**Mindscape**



Certainly one of the best platformers ever to appear in this flooded genre. What more needs to be said? Challenging, addictive and a fine purchase. If you are sick of platformers then this is the perfect cure. Play it through, then play it again and again. Superb. 92%

### Asterix

**Infogrames**  
A challenging romp through a richly diverse range of lands in this lively game. Very much in the Mario vein, with plenty of finger flexing to set your pulse racing. Tres bon! 82%

### Bart Simpson's Escape from Camp Deadly

**Acclaim**  
A fun and addictive cartoon licence that does Bart justice. In what other game do you get a jull-on ood fight? With lots and lots of challenging layers, it certainly takes some beating. 86%

### Batman: Animated Series

**Konami**  
The Dark Knight at his darkest. Based on the cartoon series, Batman has to defeat The Joker, The Scarecrow and Mr. Freeze among others. Dark and moody graphics add to the Gothic feel. This is a top challenge and a must for fans of the series. 89%

### Batman

**Sunsoft**  
A platform-cum-shoot'em-up, Batman romps along at a very snappy pace with tons of triggers to pull on the baddies. No sign of Robin though, which is a little bit of a shame. 80%

### Batman: Return of the Joker

**Sunsoft**  
Dead, dead tough but certainly worth plugging away at - this gets old rubber pants' sequel off to a good start. Truly excellent sound effects and well snazzy graphics complement the superb gameplay. Loads of mileage for your hard earned money is assured here. That blinking Joker returns once more! Catch him if you can in this whopping challenge! 87%

### Bill and Ted's Excellent Game Boy Adventure

**Acclaim**  
A truly excellent game for any bodacious player. Pretty damn hard but pleasantly so, each stage presents a tip top challenge. Graphics are a touch on the naff side but the gameplay is ace. Bound to keep you air guitaring for ages. 90%

### Blues Brothers

**Titus**  
Shades on everyone! Time for a true merry go round of fun and frivolity in a desperate search for your missing instruments. Brill music and graphics and a rock solid platform romp inrock 'n' roll land make this a worthy addition to any collection. 90%

### Blues Brothers 2

**Titus**  
This time the guys are involved in Jukebox Adventures. More platform jumping and record collecting over a very large area which helps the lastability. 91%

### Bomb Jack

**Infogrames**  
A very simple but nevertheless addictive arcade conversion in which you boing around the screen destroying countless fused bombs. There are 60 levels to negotiate if you can last the pace that is. 80%

### Bubble Bobble

**Taito**  
A stormer of a game. Extremely addictive straight from the word go with over 200 levels and Okish graphics. Packed full of fun but a bit easy. 87%

### Bubble Ghost

**FCI**  
Blow a bubble, carefully guiding it through 50 odd hazard infested screens. A game difficult enough for hardened players who think that platform romps are easy. 90%

### Bram Stoker's Dracula

**Sony / Psygnosis**  
Does Dracula suck its rivals fresh out of blood or have Sony released a cart that's all bat and no bite? Well, as long as you put it on the hardest level it's pretty good. Some of the crash detection can be a bit dodgy but everything else is good. Not brilliant but pretty good. 85%

### Castlevania 2

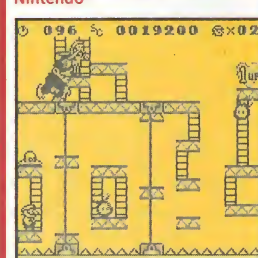
**Konami**  
A very enjoyable vampire themed game and one for die hard players to sink their fanged teeth into. It's thankfully much more than just aplatform romp as you swing around on ropes and grapple with castle keepers for your life. Vangtastic, well pretty close to it anyway. 86%

### Castelian

**Storm**  
A challenging game that'll stretch your memory and reflexes as you work through seven different towers. The time limit leaves no room for error and it can get annoying at times. Older players may remember it as the Hewson game Nebulus - cos it's the same! 65%

### Donkey Kong '94

**Nintendo**



The 90's version of the early 80's classic does the original proud with all the elements of gameplay and addictive qualities. Mario once again proves a winner as Nintendo continue to produce the goods. Fun, challenging, puzzling, addictive. What more do you want? Verging on the 'Must Buys'. 91%

### Dennis

**Ocean**  
Dennis the menace, American style, is trying to make amends for his numerous misdemeanors. A coin search is the task undertaken by Dennis to help his neighbour, Mr. Wilson. Neat graphics and simple gameplay make this quite an effective platform romp. 82%

### Daffy Duck

**Marubeni**  
It's really jolly good. Daffy takes it upon himself to save the Earth from the evil intentions of Marvin the Martian. Armed with jetpac and ray gun he whizzes through this well drawn platformer with gusto. 88%

### Duck Tales

**Capcom**  
Set over five levels, there's plenty of exploration to get on down to with everyone's fave Disney characters. Although competent, playable and graphically well presented, some find it a little too easy in the long run. Quacktastic? 81%

### Duck Tales 2

**Nintendo**  
Now released officially, this is a terrific sequel. Scrooge McDuck has to overcome all manner of cunning devices on the way to a wad of cash. Great graphics and simple gameplay make it a real delight for each and every fan of the genre. 83%

## Essential Game Boy Purchases Essential Game Boy Purchases Essential Game B



### Pinball Dreams

**Gametek**

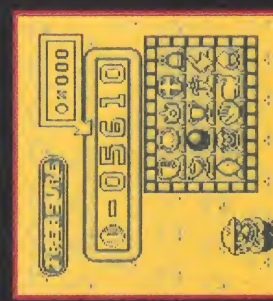
Silver ball action of the slickest kind. Three competitive tables pack an arcade full of features. An essential purchase for Pinball Wizards, enchanting. Lives up to it's name and really is a dream come true. One of the most playable carts. You'll be totally hooked. 92%



### Wario Land

**Nintendo**

It's been a bit of a wait but when he arrived Wario delivered the goods in quite impressive style. While not particularly difficult to complete, Wario's land is full of hidden levels and hidden treasures. Bold graphics and super sonics make helping Wario's search for cash a quite enjoyable one. A top class product. 93%





### Edd the Duck

**Laserbeam**  
Set over 12 levels this has all the ingredients of a fun-filled romp yet none of the longevity or class to make it too memorable. Edd's a zippy mover. Sheer speed rather than skill carries him over some levels. A bit too much like Taz-Mania really. 77%

### Felix the Cat

**Hudsonsoft**  
Well, there's cute graphics and a snazzy character capable of changing his garb and means of transport, but at the end of the day all you get is a pretty average platformer that won't last you very long. Very paw. 70%

### The Fidgetts

**Elite**  
A mind bendingly difficult puzzle challenge. Guide Frankie and Freddie through some wonderfully detailed sewers to try and reach a ship to the States. Puzzles abound but terrific graphics help make this toughest quite bearable. 91%

### Fire Fighter

**iMindscape**  
Quite a nice little attempt at moving away from the traditional platform environment. You play fire fighters rescuing babies and damsels in distress from burning infernos in an underground station (ahem), warehouse, office block, etc. It's hard work with some fiery obstacles, but does lapse into poor taste. 78%

### The Flintstones

**Taito**  
Yabba-dabba-doo! Well, there's no need to get that excited because this is another stone age platform romp albeit with admittedly excellent graphics. The let-down is that there's no Barney Rubble! 78%

### Tom and Jerry: Frantic Antics

**High Tech Expressions**  
Simple, playable platformer featuring the world's most famous enemies as erm...friends. Join Tom on a scooter avoiding fire hydrants and Jerry in a swimming race as they search through a number of quite large levels. Madcap and frantic action make this one worthy of a look. 85%

### Home Alone 1 & 2

**Toy Headquarters**  
Two sad films have become even sadder games and complete dross is what you get here. The sprites are shamefully slow and gameplay is more laughable than cute little Master Culk in himself, as you endlessly leg it around. Very poor! Don't buy it, not even for a tenner. 35%

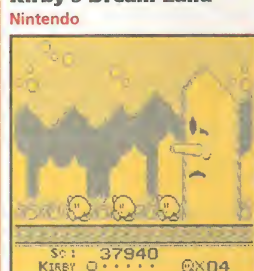
### Hook

**Ocean**  
Mixing both flying and beat'em-up sections with the traditional platform thrills, this is a high quality release. Some really great graphics and totally unstoppable gameplay all add up to a near-excellent release. Recommended! 85%

### Indiana Jones and The Last Crusade

**Ubisoft**  
The worlds most well known and greatest archaeologist in his finest adventure. Six large and challenging levels follow closely to the story of the film and provide a great test of skill. The rousing rendition of the theme music helps things along superbly. Very good. 84%

### Kirby's Dream Land

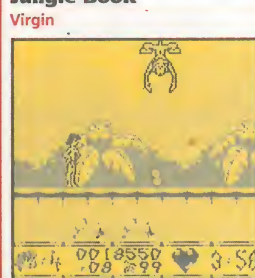


A gorgeously animated and incredibly cute romp around pixie land. The hero Kirby sucks in baddies, then spits them out around six levels. Although very easy, it's got bags and bags of fluffy loveability. In other words buy this game. 89%

### Joe and Mac

**Elite**  
A clobberingly groovy, great platformer that's hard enough to lure even the toughest of gamers into its snare. Cute graphics and chuckalicious antics make for great all round entertainment through nine thudding levels of charm. 89%

### Jungle Book



An excellent movie licence, whatever next? Yes it's a platform game, but lo and behold, we all liked it. Finding a game which looks excellent, plays well and is seriously addictive is pretty difficult to achieve these days. This is one of them. Thankfully. 90%

### Kid Dracula

**Konami**  
Although it would seem to be aimed at the younger market, the kid does his best to give you a challenge to sink your teeth into. Full of fun and twists, it's jollied along nicely despite the levels being far too short. A small grip, but Kid is remarkably playable. 84%

### Last Action Hero

**Sony Imagesoft**  
Arnie's big budget, big flop vehicle is a decent whack at the action/platform style. Some excellent graphics are combined with some varied gameplay but this certainly isn't the totally thrilling adventure it could have been. Sloppy presentation in places undermines some of the good things. 80%

### Looney Tunes

**Sunsoft**  
A fun and highly enjoyable hike with super sparkling cartoon characters, simply gorgeous graphics and more than ample variety. It's instantly appealing and engaging but not, unfortunately, too long lasting. Still, there are plenty worse. 90%

### McDonaldland

**Ocean**  
A competent enough and quite enjoyable jaunt although it doesn't even try to offer anything new. A bit of a cross really between The Blues Brothers, Mario and a Big Mac. And exact-

ly the same as Spot The Cool Adventure. Not to be confused with Cool Spot! 80%

### Mega Man I, II, III & IV

**Capcom**  
Although all four games don't differ much in terms of style or gameplay, the challenge just becomes greater. Mega games for the Game Boy with tons of robotic fury and swiftness combined with endless thrills and spills. Mega! 90%

### Parasol Stars

**Ocean**  
Fight through seven levels broly bashing everything in sight with some fearsome raindrops. Graphics are pukingly cute with ultra-dreamy sprites and you'll need absolutely tons of stamina and concentration to make any headway at all. 76%

### Popeye 2

**Activision**  
A darn fine escapade for Popeye the sailor man. He's a fine mover and graphics are clean and not over fussy with plenty of variety through the levels. Modelled blatantly on Mario, it's not as challenging as it could be but there are lots of secret bits to find. 83%

### Pop Up

**Infogrames**  
Just bounce a ball from platform to platform, collecting each and every item on the screen. That's it. Some columns are angles, others you'll need keys for before passing through. Very samey and hard. 61%

### Prince Of Persia

**Mindscape**  
Silky smooth animation is just the polish on this very sweet turkish delight of a platform game. With some very difficult problems to get around and lots of lasting appeal it's a more mature adventure. The final levels keep you playing on. 90%

### Pugsley's Scavenger Hunt

**Ocean**  
Not half as entertaining, nor anywhere near as challenging as the first Addams Family game. Graphics and sound FX are minimal and the game merely consists of fatso waddling around the mansion bopping enemies with his overweight bum. 71%

### Speedy Gonzales

**Sunsoft**  
Just what the doctor ordered! A really smart, genuinely fast six levels of unceasing taco-fuelled manic mayhem! Speedy Gonzales exudes death to hedgehogs from every pore as he races across your screen in a bid to rescue his mates. Definitely recommended. 90%

### Super Hunchback



Addictive gameplay and humorous touches make this one platform game that stands out from the crowd. Rescuing Esmerelda will be a task to cherish for any dedicated platform nut. Almost as good as the ancient arcade game. What more is there to say? 91%

### Spider-Man 1, 2 & 3

**Acclaim**  
If you avoid the first game in this series, you'll have a fine web-sling of a time. Levels are diverse as the webbed one defeats deadly dozens of dastardly foes. Be warned though, Spider-Man 3 is horribly difficult. 83%

### Spiderman & The X-Men

**Acclaim**  
A far cry from the previous three carts with an almost impossibly bland plot and gameplay. The webbed one, along with his buddies the X-Men, must defeat Arcade in his own rather nasty theme park. Poor gameplay and graphics really let this one down. 57%

### Super James Pond

**Ocean**  
Make it a meatier challenge and you've got a winner. It certainly invites plenty of exploration with lots of winsome characters, but there just aren't enough baddies. It can also be difficult to see what's going on. 80%

## Essential Game Boy Purchases

### Lemmings 2: The Tribes

**Sony/PlayStation**  
One of the most astounding Game Boy conversions ever. If a skill didn't work then it was replaced with something that did. Showing an understanding of the Game Boy rarely seen, Lemmings 2 is a certifiable classic and a must for all Game Boy owners. 95%



### Monster Max

**Freemove**  
Utilising a genre rarely investigated on the Game Boy, Titus unleashed one of the most refreshing carts ever to appear on the beloved small screen. The stunning isometric view coupled with the graphics and the simple gameplay mean that Monster Max sets a new standard for others to follow. A killer game with level after level of 3D fun. A complete success in every department. 94%

### The Lawnmower Man.

**Storm**  
Well, we teased you forever before finally reviewing the thing. Why? 'cos we knew it was going to be excellent. All the time and effort put in by Storm certainly resulted in a great cart. Including gameplay sections of just about every genre you can think of. Lawnmower Man puts in an early challenge for game of the year. 91%





# Star Wars

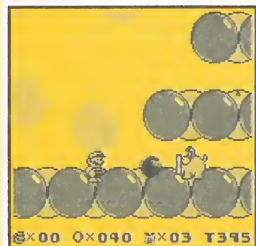
**Ubisoft**  
Varied and absorbing. This lasts longer than a Tatooine Winter and is far more fun. With a playably faithful version of the film's event it's a class product, even Obi Wan wouldn't be able to criticise it. May the force be with you — you'll need it! 92%

# Super Mario Land

**Nintendo**  
Released to coincide with the launch of the Game Boy itself, it may be showing its age in terms of graphic style but you can't take anything away from the absolutely fantastic gameplay. Certainly one to keep coming back to. 92%

# Super Mario Land 2

**Nintendo**



A cuddly and quite exquisite platform caper that absorbs and also expands on its infamous predecessor with distinct worlds to explore and secret rooms to find. The only fault is that the battery back-up makes it far too easy, thus spoiling an otherwise excellent platform game. 90%

# Taz-Mania 2

**Marubeni**

Taz returns in another adventure of spinning mayhem. Through the island he has to do some very interesting things which will take you ages to do, like run and jump, and spin and roar and everything. Which is dead good cos it is, and nice and other things. 83%

# Tiny Toon Adventures

**Konami**

Cutesy pie graphics and wonderful slickness make this a real visual treat. Jolly along with some great imaginative gameplay and what do you get? A hugely playable romp to be savoured that is in no way as easy as it first seems. 89%

# Tiny Toons 2

**Konami**

Montana Max has taken over the movie theatre and Buster Bunny is entrusted with the task of saving his pals from having to sit through one of his movies. Cute graphics in a jolly good fun platform romp make it a well worthy sequel to the excellent first instalment. 88%

# Titus the Fox

**Titus**

Graphically this is extremely detailed but there's just not enough bite on offer here. Gameplay ambles slowly along and each background tends to resemble the next. Crazy platform action with a cute fox thrown in. 67%

# Universal Soldier

**Accolade**

Wielding more punch than Rocky this is non stop action all the way. A great control system with tons of moves. Jean Claude Van Damme it's good. 80%

# Zool

**Gremlin Graphics**

The Game Boy version does the ninja ant from the Nth dimension proud. Amazingly fast paced but easy controls make it eminently playable. Fine conversion to the the handheld. 92%

# BEAT'EM-UPS

## Battletoads

**Trade West**

Time to set about rescuing your pals in a clobber happy battle with shades of a platformer chucked in there. A great little game that's action all the way. An office fave, nearly. 91%

# Double Dragon

**1, 2 & 3**

**Acclaim**

The whole series is dead dull and oh so boring as you stalk the streets and punch your way through the odd wave of henchmen, getting mangled every so often. Totally thrill-less. 25%

# Lethal Weapon

**Ocean**

Action is go, go, go and the game does get better the more progress you make. However, sadly, there is a distinct lack of moves to perform, thus making it considerably more dull and boring than joyfully exciting. Bit of a shame really. 72%

# Mortal Kombat

**Acclaim**

Even without the blood and guts, colour, Johnny Cage, and that ole 16-bit magic, Mortal Kombat is still a highly successful conversion. You beat people up, surprise, surprise, but in a number of endearingly vicious but sadly PG-rated ways. 87%

# Mortal Kombat 2

**Acclaim**



Eagerly awaited and not disappointing, MK2 is probably as good as a beat'em-up will get on the Game Boy. All the moves are here and most of the characters, with clear, surprisingly well defined graphics. Easier to execute finishing moves add to the effect. Will sell by the truck load. 88%

# Pit-Fighter

**THQ**

Tons of choice on offer here with a mere five opponents, yeah right, I don't think! Earn money with more muscles and beat the living daylight out of the others with your special moves. Boring, boring, boring. Get the message? 33%

# Raging Fighter

**Konami**

A slap happy, stumble over your shoelaces game rather than a full blooded raging fight. There are seven fighters to choose from and a vast array of moves, but it hasn't quite enough guts to punch you. It's really quite middle of the range. 74%

# Teenage Mutant Ninja Turtles

**Ultra Games**

Will they ever stop taunting us with their ridiculousness? Run along the scrolling scenery while beating up warriors, yeah, dead boring. Graphics are pretty cool but even great graphics can't redeem this game. 59%

# WWF Superstars 1, 2 & 3

**Acclaim**

The graphics always get bigger and better, but if you've got one of these games then no way do you need any of the others. The wrestlers have had their heyday. Just wish they'd leave us alone and stop churning the damn games out. 54%

# SHOOT'EM-UPS

## Asteroids

**Accolade**

A faithful blow by blow version of the smash hit coin-op. Old as the hills but still loved by millions, including us. It looks a bit jaded on the old 'Boy and is very barren, yet has tons and tons of nostalgia value. 73%

## Centipede

**Accolade**

Based on the ancient coin-op success, this remains faithful to its grandad and has been converted to the little screen as well as could be expected. Hugely repetitive and simple, it becomes a little wearisome sooner rather than later. An old classic back from the dead. 60%

## Faceball 2000

**Bullet-Proof**

Basically Pacman in 3D as you travel at break-neck speeds around a maze of corridors, zapping hordes of others in your way. Average in one player mode the fun really starts when up to four players compete. Then it's above average. 76%

## Fortified Zone

**Jaleco**

Nuke your way through four levels overloaded with gun toting guardians and warriors. You need a fast trigger finger but no thought in order to win. 65%

## Parodius

**Konami**

The programmers behind the greatest blasters show they've got a sense of humour as well. The variety and originality lift this just above Nemesis 2. Cuteness often equals childish play. Not here. Belly dancers and piggies provide exciting cannon fodder. 90%

## Hunt for Red October

**Hi Tech Expressions**

A horizontally scrolling shooty shooty affair in which you take control of a Russian submarine

as you shoot through obstacles and loads of nuclear armed enemies. Straightforward really excellent presentation. 65%

## Navy SEALs

**Ocean**

Control a crack team of undercover marines with some deadly missions to complete. Graphics are well above par but four levels don't sufficiently hold your interest for long enough. 73%

## Nemesis 1 & 2

**Konami**

Widely regarded as the ultimate definitive blasts on the diddy screen, and quite rightly so. Fast-paced and trigger happy action right from the off and quite tough to get your teeth into. Top Stuff. 90%

## Pang

**Hudsonsoft**

Extremely simple yet immensely compulsive, all you have to do is trek around the world popping bubbles which then divide into smaller bubbles. Only the sharpest shooters will survive in this gentle shooty game which holds plenty lasting charm. 74%

## Probotector

**Konami**

Gung-ho blast and be damned warfare at its very, very fiercest. If GB blasting is your cup of tea, then you can't go far wrong with this bundle of dynamite. Red hot. In fact, hotter than a very hot thing! 91%

## Desert Strike

**Ocean**



One of the best games to appear on the Mega Drive has been converted quite superbly. The level of detail and depth included in this helicopter blast is astonishing. Certainly one of the most entertaining and playable shoot'em-ups likely to appear. Ever. 90%

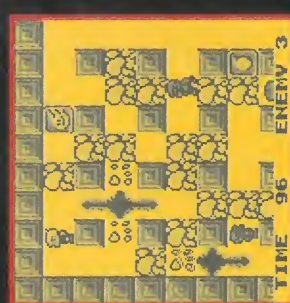
# Essential Game Boy Purchases Essential Game Boy Purchases Essential Game Boy



## Bomberman

**Hudson Soft**

More destructive mayhem as the little fella with a lot of bombs decides to save Earth while he's here on vacation. It's fun, addictive and very challenging. A worthy successor to the classic Dynablast and a definite 'Must Buy' 92%



## Best of the Best: Championship Karate

**Loncler**

This red blooded bruiser lives up to its name in a perfect conversion of the SNES cruncher. Loads of moves, speed and will to win, it really knocks the competition out for the count. Don't sit there dreaming about SF2, go out and go a few rounds with this knock out cart. 93%

## The Legend Of Zelda

**Nintendo**

The attention to detail is unsurpassed in any other game. In Zelda: Link's Awakening Nintendo have pushed back the boundaries of Game Boy gaming to a new level. Without doubt the best game on the market. From its continued presence in the charts, Zelda has proved to be probably the most popular Game Boy game ever. 96%



# RoboCop 2

**Ocean**  
An improvement on the first game yet still not particularly awe inspiring as RoboCop wipes out drugs and thugs and tries hard to uphold the law. The difficulty setting is just right to make it worth a little look. 73%

# R-Type I & II

**Irem**  
Venture into the blackness of space for a blasting freak's dream. Everything here is represented to the best of the 'Boy's momochromatic ability and is superbly drawn. Excitement is assured as you streak across space avoiding the acrid taste of death. Not much to choose between them, so surprise, surprise they've both got... 88%

# StarHawk

**Accolade**  
Alien blasting that follows the norm as you shoot through the scrolling heavens. It's very detailed and well presented but innovation has been overlooked and each of the five worlds badly lack originality. 69%

# Star Trek

**Ultra Games**  
A game that boldly goes where so many other games have gone before. There are plenty of levels, but the warp drive is about as fast as driving a Robin Reliant uphill, and all the planet wandering becomes a bit lame. 60%

# Terminator 2: The Arcade Game

**Acclaim**  
A head-on attack of ultra violence, nothing more, nothing less. The backdrops are complicated and it's easy to lose your target among the rubble and be unable to figure out just exactly what the heck you're supposed to annihilate. 76%

# Total Carnage

**Malibu Games**  
Throwing political correctness aside, Total Carnage is a complete, unadulterated blast. The graphics are poor, sound limited and gameplay nothing special. But if you want to kill mutant aliens in their droves, there's nothing better. 78%

# DRIVING GAMES

## Days of Thunder

**Mindscape**  
Takes after the naff film. Not really fast enough to satisfy racing pros and even fewer thrills and spills to tempt you to come back. I'll say this for it, the car drives nice and smoothly and it's pretty hard. All-in-all though, it's just too bland to get a remotely decent mark. 41%

## Ferrari Grand Prix Challenge

**Acclaim**  
It may have all the mod cons and technical stuff but frankly it's downright boring with too little challenge. Very poor indeed. A Reliant Robin of a driving game. 49%

## F1 Pole Position

**Ubisoft**  
Earning the right to compete in the world's foremost driving championship adds a challenging new angle to the well covered driving genre. There are plenty of options but some untidiness in the presentation stops Pole Position from really being a classic. 83%

## F-1 Race

**Nintendo**  
A roaring speedster of a game that comes with a four-play link-up adaptor to make for one heckuva big monster of a top competitive challenge. Fast and frantic, it plays like a big bag of dreamy juicy sweetmeats. And you can play with your chums too! It's pretty smart. 88%

# Lamborghini

**Titus**  
Despite a few minor faults Lamborghini is fast, furious fun. It may not look like the greatest driving sim ever, but with so many options together with some really quite excellent gameplay make this well worth a closer look. 86%

# Motocross Maniacs

**Palcom**  
Graphically simplistic, this little gem oozes sheer playability with eight different courses and loop the loops to enjoy. Obstacle packed, and full of frenzy it's a perfect biking sim. Not bad at all. 80%

# Race Drivin'

**THQ**  
Lots of mean machines and fiendish circuits to choose from and good 3D perspective make this an easy-to-get-into, but challenging, sim. The ramps are particularly cool. 73%

# Road Rash

**Ocean**  
A nasty little rash that is most irritating. Don't be impressed by the beat 'em up connection, one type of punch hardly transforms a poor racer into anything remotely worthwhile. After all the hype and the advertising, and the good versions on other machines this was a little too disappointing. 53%

# Super RC Pro Am



Slick, fast and playable, loads of tracks and the four player link option offers the greatest multi-player fun on the 'Boy. Car upgrades, weapons and tough competitors are all included. The sort of game of game you'll pick up for a quick game and play all day. 89%

# SPORTS All-Star Challenge 2

**Acclaim**  
This is basketball on half a court with side on and facing basket views. Tons of options and top quality graphics don't really create as much sweaty, pulsating action feel as you'd like and its appeal is limited. 74%

# Bases Loaded

**Jaleco**  
A heckuva good baseball sim that, once perfected, will offer hours of enjoyment. Graphics and sound aren't too hot but the game's controllable enough and builds up just the right amount of tension to give you a run for its money. 87%

# Championship Pool

**Mindscape**  
Realism, playability and attention to detail add up to make this a quite competent pool sim. The small graphics can be a bit of a strain on the eyes but the bevy of options and sub games should keep you coming back for more. And it's pretty good value to boot. 88%

# George Foreman's KO Boxing

**Acclaim**  
Lily livered punches and non-existent gameplay make this the worst fight sim ever as the big fat waddler stands rooted to the spot with a jab once every blue moon, if you're lucky. Rank gameplay and ranker graphics, this is awful. If you must buy a boxing game get Muhammed Ali's instead. 24%

# Goal!

**Jaleco**  
Simple, tidy and an original angle on the usual scrolling of footie games. Okay so not it isn't perfect but the Super Cup offers a varied selection of opponents and with a two player option to keep you and your mates occupied it certainly has plenty to offer. Future releases may just push this effort back a bit, but it's still decent. 90%

# Hit The Ice

**Taito**  
Unfortunately this game doesn't quite hit the mark. OK, it plays well enough yet lacks that certain je ne sais quoi to live up to expectations. Emphasis is quite squarely on the violent aspect of

the game. Playable only as a diversion rather than full blooded sports action ice hockey. 73%

# Jack Nicklaus Golf

**Trade West**  
Simple to play with a great learning curve and good realistic graphics. As with real life golf you can never truly master the game but it's enjoyable to try. If the Ryder Cup's inflamed your golfing appetite then maybe you should try this. Or just head straight for the 19th. 80%

# Jimmy Connors Tennis

**Ubisoft**  
Jimmy steams to the top of the pile marked 'super tennis sims' in a game that does the great man's character proud. Only available on import but with great graphics and challenging opponents this is certainly one to check out. There's a great two player option too. 91%

# Jordan Vs Bird

**Electronic Arts**  
Not a full blown basketball simulation, more like a game involving two players, one basket and a ball. Doesn't really work as well as it might have done. Not the best basketball game around, more of a one-on-one, but not too bad. 73%

# Konami Golf

**Konami**  
A challenging simulation of this relaxing pastime. Let down by the lack of courses (just two are featured), Konami's Golf still provides a decent test of skill, touch and judgement. Good graphics add to the golfing feel. One of the best golf sims. 81%

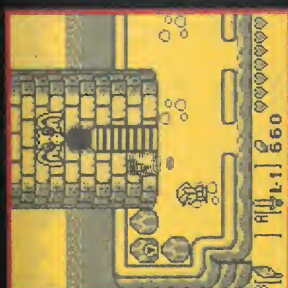
# Mario Golf

**Nintendo**  
With everything you could possibly need for a few rounds and a battery back up to boot, this is a near perfect sim for the budding enthusiasts with plenty of different holes to negotiate. Fore. 80%

# Riddick Bowe Boxing

**Extreme**  
Neat gameplay and graphics with options aplenty. Choose from one of 25 boxers, including Riddick himself, take him through some rigorous training and then take to the ring. It's a little surprising how realistic it all is. Good stuff. 82%

# Essential Game Boy Purchases Essential Game Boy Purchases Essential Game Boy Purchases



## Dr Franken

**Elite**  
Spookily special adventure here as Franky searches a gothic horror of a castle in order to reunite his girlfriend (Bitsy), literally reunite. It's her body bits that he searches for. Loads of nasties, locations and challenges add up to extreme quality, even better than the excellent sequel. Perhaps not to everyone's taste, but certainly a more than welcome change from endless platforms. 92%



## The Empire Strikes Back

**Ubisoft**  
This sequel is bigger, better, harder, incredible. You'll be glued to the screen and won't want to stop. A beautifully constructed adaption that has lots to do with the film. Probably the finest film tie in to date. Something special that you definitely won't complete in a day! 93%





# Sensible Soccer

Sony Imagesoft

Realistic football action is let down only by the lack of two player option and the minute sprites. Get over these little problems and there's some fun to be had stroking the ball around the pitch at club or national level. A good effort in the monochromatic confines of the Game Boy. 85%

# Mario Tennis

Nintendo



Mario and Luigi battle it out with backhands and volleys in this wonderfully realistic sim. Still a fine tennis game despite the recent competition from Jimmy. It's fast, addictive and four difficulty levels calls for sound tactical thinking. This gets played a lot round the office. 89%

# Side Pocket

Nintendo

Not really the pool simulator you're led to expect. All you do is knock the balls around a six holed table and pot them in numerical order, which is what you do in pool, sort of, but not quite like this. As such the appeal soon wanes. 63%

# Speedball 2

Mindscape

A future sport game combining brutal non stop action in the arena with team management and coaching, strengthening a squad of 12. Chuck a steel ball around and try to knock your pal on their butt. A pretty top hand held conversion of the Amiga classic although there could be a bit of eye strain if you're not careful. 91%

# Tip Off

Imagineer

With two teams moving at an incredible speed it's difficult to figure out just what the heck's

going on and the whole caboodle thus disintegrates into a blurred mess. Not one of the greatest basketball sims on the shelves to say the least. 64%

# Top Ranking Tennis

Nintendo

The top tennis sim for quite some time and still more than decent. The players move exquisitely as they whack top spins and whirlwind serves back and forth. It's fast and groovy with it. Pretty smart stuff! 90%

# Track and Field

Konami

Leaving all other sports sims standing perfectly still, this game is tough enough and varied enough to guarantee great mileage. Get to compete in various challenges, and try to come out top of the pile. 90%

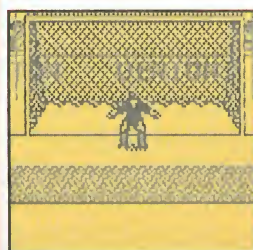
# World Cup USA '94

US Gold

The official footie sim released in time for this Summer's football frenzy, it packs so much into the cart you'd expect it to burst. From rehearsing set plays to designing your team structures, it's got the lot. USA '94 is far more involved than any other footie game 92%

# World Cup Striker

Elite



A darn fine attempt to bring the World Cup into the palm of your hand. Options everywhere and more gameplay than most previous attempts make this the game it is. A few minor faults which don't hinder the player's enjoyment earned this a rather impressive... 90%

# SIMULATIONS

## F-15 Strike Eagle

Microprose

The ultimate flight simulation

with tons of acrobatic dogfights and targets to zoom in on. Graphics and sound are great and the control system is simple to master. 87%

# Phantom Air Mission

Activision

An ambitious attempt at a flight sim which, on the whole, works out quite well. In between take-off, sorties and refuelling you have to use your radar to track down enemy craft. Each mission, rather unfortunately, has a somewhat uncanny resemblance to the last, so you may well become bored too quickly. 72%

# Top Gun

Konami

Action revolves around popping enemy fighters with a steady and accurate gun rally. The rest of the time is spent aimlessly cruising around the skies. Pretty average indeed. 67%

# PUZZLERS

## Boxxle 1 & 2

FCI

You shift around a load of boxes to their correct position as indicated by a marker. Sounds naff but it isn't. Two brain teasers make a change from more run-of-the-mill offerings. 80%

# Brain Bender

Gremlin

Alter the angle of mirrors to direct a laser beam through all the nasty objects. Could have been fabulous but the time-limit is ridiculously short, leaving you more than a little mad. 59%

# Dr. Mario

Nintendo

Supposed to be a bit like Tetris but it falls flat on its face. The object is to line up lots of coloured pills in a jar. A major disappointment all-in-all considering the cool Dr. Mario connection thrown in. 42%

# Garfield

Kemco

Doesn't stray too far off the beaten track as far as puzzlers go, but still an enjoyable play with a password option that sustains your interest through some of the more difficult labyrinths. Garfield drills through blocks, finds keys and opens gates to get into new rooms, all while warding off the nasty villains. 87%

# The Humans

Gametek

Plenty of mind bending puzzles around as you direct a bunch of gormless neanderthals over 28 varied terrains. Well presented, tons to chew over and a very good Lemmings sideline. It might get a little bit tedious if this isn't your cup of tea. A potential rival to that classic Lemmings. 87%

# Lemmings

Ocean

The classic puzzler converted so well to the small green screen. Endearing popularity has seen it remain in the charts for beards. 100 levels of mind boggling puzzles justify its rank as one of the all time greats. 95%

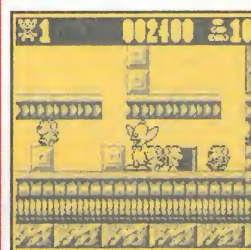
# Kirby's Pinball

Nintendo

Part three of the Kirby Challenge sees our little blobby hero in a pinball game of all things. Sounds awful? Wrong! Three tables give you plenty of problems and Kirby is packed with lots of little mini-games. Luck plays a role and games can take hours to play when you develop a bit of skill 89%

# Krusty's Fun House

Acclaim



Bart's all time fave TV show trips on to the green screen with class. A platform puzzler with little to do with the Simpsons but everything to do with infuriatingly addictive gameplay. The 60 plus levels will take ages to battle through. Passwords help you keep going in this very good package. 92%

# Kwirk

Acclaim

Guide a tomato through single screen maze-like rooms, shifting boxes and filling holes. Doesn't sound much I know, but rather good anyway. 88%

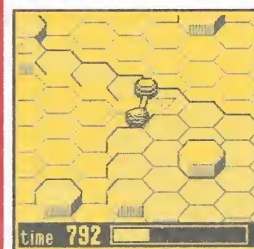
# Marble Madness

Mindscape

You control a glass marble against the law of gravity, directing it through twisty and turny passages with massive drops and tiny passages to negotiate. 62%

# Lucle

Vic Tokai



A very, very strange idea and an even stranger game. Explore a planet's surface in your twin pod surface crawler. A bold idea which has been neatly made but it's a little bland. 77%. Conversely, it's an infuriatingly challenging puzzle game to test the wits and skills of the best.

# New Chessmaster

Hi Tech Expressions

Erm, basically it's chess. You either like or loathe it. For chess fans it's about as portable as it gets with no tiny pieces to drop. The computer players certainly know what to do! If you can get hold of a copy, it's not the sort of game you'll want rid of in a hurry, if you're into chess! 85%

# Q\*bert

Nintendo

Set on an isometric pyramid of three dimensional cubes you jump up and down to change the overall colour. A classic old Atari game and a stupid idea, but one which is enjoyable, to some extent, a bit! 83%

# Splitz

Imagineer

A mind warping game that's just like a slide puzzle only this time you piece together the faces of famous people. This is one totally cool challenge with absolutely loads and loads of skill required to succeed. Excellent fun. Elvis spotted in Game Boy game!!! I like it. 85%

# Essential Game Boy Purchases Essential Game Boy Purchases Essential



# Race Days

Gametek

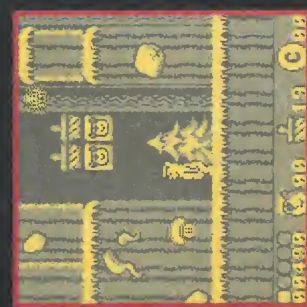
Two great driving games on one top value cart. Race Days is an absolute definite for the 'Must Buys' section. 4 Wheel Drive offers a rallying experience on the rough tracks of teh American west and Dirty Racin' a more cartoon style race around a number of different tracks in teh Micro Machines mould. Buy it! 94%



# Yogi Bear

Empire/Gametek

The 'smarter-than-the-average' bear takes to the Game Boy screen in hugely impressive style. While the Yogi sprite is nothing stunning, the sheer quality of the gameplay and the challenge offered over the six huge levels make this an essential addition to every one's game collection. Wario, pah, buy Yogi, it's ace. 93%





### Tesserae

Gametek

If you have a few hours spare and a penchant for original puzzlers then Tesserae could be right up your street. "Easy to play, difficult to master" is the claim. Well, almost. 80%

### Tetris

Nintendo

You all know the score with this old bird. Move various shapes around the screen to form lines and advance to further levels. Totally addictive, but in a lego block-frustration type way mate! Tetristastic. 95%

### The Real Ghostbusters

Activision

Garfield revisited should be the sub title of this adventure. The two are practically identical. For those not owning Garfield the puzzles and challenges could prove a treat. Over fifty levels adds to the challenge with each offering new traps and tricks for the unwary. 86%

### Yoshi's Cookie

Nintendo

Similar to Tetris but only half as addictive. Lines of five cookies zoom in from the top and side of the screen and you have to match similar ones to make them go. The further in you get the faster they fly. Trading on the name one thinks. 76%

### Itchy and Scratchy

Acclaim

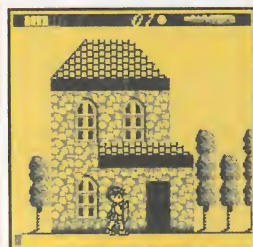


The cat and mouse double act who break the mould of traditional cartoons star in this intriguing puzzler. In much the same mould as Krusty's, the Miniature Golf Madness provides loads of opportunities for mindless violence between the two protagonists. Good fun and challenging. 86%

## ROLE PLAY

### Battle of Olympus

Imagineer



Set in ancient Greece this is a huge game which draws you into a long and exciting epic. Graphically excellent it involves a hefty whack of well presented violence alongside good interaction with all the freaky characters who offer you clues and send you on missions. A bit educational too. 87%

### Mystic Quest

NINTENDO

A hugely engrossing arcade adventure that'll last an age. There's a multitude of mental puzzles to solve and places to explore. It's a veritable role-playing super dream treat of a game. Also known as Final Fantasy Adventure. 85%

### Prince Valiant

Ocean

Too little action and too much space in which to do it. Cruising around aimlessly trying to find someone to fight isn't the most thrilling of activities and you get very little reward indeed for your exertions. 65%

### Robin Hood: Prince of Thieves

Mindscape

Both combat, skill and puzzle orientated with some damn fine character interaction along with plenty of fun. This is full of riches for any role play fan. Not easy to get into at first, but worth the effort. 85%

### Ultima: Runes of Virtue

FCI

A massive adventure that'll take eons to finish. Punishing but compelling as you search for the runes in the wilderness, mingling hack 'n' slay episodes with lots of brain rummaging. 79%

## MISCELLANEOUS

### Alien Olympics

Ocean

A sport sim with a difference. It has all the elements of your average athletics/olympic championship but with a huge difference. You use an alien in the event of a lifetime. Weird and challenging in the extreme this offers plenty of varied gameplay in the different events with some really cute graphics. 82%

### Altered Space

Sony

The original isometric view cart for the GB. Only ever available on import sadly. It certainly has all the elements of a classic but the recent Monster Max arrival has surpassed this fine effort in every department. But only just. 84%

### Bart Vs the Juggernauts

Acclaim

As Bart Simpson you must master the total art of skateboarding, weightlifting and square hopping in a series of diverse and stupidly hard events requiring great skill, strength and strategy. It will take you ages in order to get it right. 85%

### Battleship

Mindscape

A modernised version of the dated classic board game as you get to battle it out with a fleet of ships on a grid. The graphics are kept to a minimum and in one-player mode it's easy to lose interest. 67%

### Castle Quest

Sony Imagesoft

What do you get if you cross chess with monsters, magic and a fantasy setting? Castle Quest. Skill, judgement, nerve and luck combine in an addictive and original puzzle variant. The luck element detracts from some of the skill but it's still a neat idea and top notch execution. 89%

### Choplifter II

JVC

Lots to see, and loads to do, and lots to get you well and truly involved in this helicopter sim cum shoot'em-up. Graphics don't amount to anything much really but playability is where it really comes good. All in all an alright shoot'em-up, nothing more, nothing less. 78%

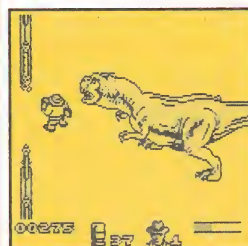
### Crash Dummies

Acclaim

A quite original and hilarious game that offers more variety than is at first apparent. There are only five easy basic levels but things really do start to hot up with even more obstacles to avoid second and third time around. Simple to get totally hooked on. The Dummies are coming to life, beware! Clunk click, every single trip! 87%

### Jurassic Park

Ocean



A fairly playable collect'em up without the action you'd expect from the film. Searching for eggs becomes a bit boring but the rest is pretty good. Graphics are well stylish but maybe could have been better. There's plenty to do and see, but it's no classic. Fans of the film should take a look. 85%

### Dynablaster

Hudson Soft/Nintendo

An absolute classic of a game. It's simple and infuriatingly addictive. There are years of gameplay to be had in both the two player game and then in the one player game. The concept is original and the execution superb. A bit of a must buy, really. A whopping 97%

### 4-in-1 Fun Pak

Interplay

Solitaire, Yacht, Cribbage and Dominoes all on one legal cart. A handy way of playing those board/travel games which are popular on long journeys. Dead useful and definitely dead worth a look. 81%

### Paperboy 1 & 2

Mindscape

Dated, slow and frankly quite boring, you simply move around suburbia delivering newspapers, dodging dogs and grumpy neighbours. How thrilling! 56%

### Personal Organizer

Infogenius/Gametek

Get your life sorted with this battery powered filofax for your Game Boy. Appointments, phone numbers and addresses can all be stored for easy reference. If you want to get your life sorted, this might help. 79%

### Populous

Imagineer

Want to play God? You ARE God! Hours of strategy and involvement to be had as you govern the fortunes of your subjects. While you may take a while to get totally involved, once the world starts taking shape it's very difficult to put down. The original ego trip game. Engrossing. 91%

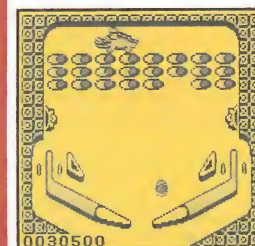
### Rampart

Mindscape

Build or die in a medieval heaven involving power, battles and bricks. It's tough and frantic as you rebuild walls within a time limit and prepare for much rougher onslaughts. Graphics suffice, as do the sounds but they add up to make the complete package a quite appealing and original little game. 83%

### Revenge of the 'Gator

Nintendo



A delightful little pinball game and extremely addictive. There are five separate tables, bonus rooms, realistic ball motion and all the obligatory buzzes, bells and bleeps. The scrolling is a bit jerky but then again the gameplay is easily good enough to ignore that. 87%

### Spell Checker

Infogenius/Gametek

It's a, erm, portable spell checker, ideal for the busy traveller. Holds plenty of words and there's a calculator thrown in too. Useful, but beware of Americanisms. 71%

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# PUBLIC EYE

Think you can do better than this month's selection of our readers' reviews? Then why not drop us a line at the usual address – you might just get lucky

## Pacman

Namco

Pacman is as Pacman does, plain and simple. What else can be said about this age old classic from the early 80s? Older readers may remember Pac-mania which was at its height between 1981 and 1983 when all your mates would brag about how many screens they had cleared.

Pacman on the GB seems a stupid idea because of the sheer size of the mazes in the arcade version and the diddiness of the sprites.

Surprisingly Namco have done a superb job of the conversion to the small screen, allowing the player to play on two different sized mazes. The smaller one crams the whole maze on to one screen, which unfortunately makes the sprites very small, but the larger one scrolls and shows you about 75% of the maze.

It is hard to tell what is going on in the other missing quarter of the maze (of course it is Einstein!). I still prefer playing on the larger maze if only to reduce the thumb ache!

This is a faithful conversion of Pacman and as far as the retro revival is concerned, Pacman proves that it is still going strong. Just imagine how many ten pence pieces you could have saved if this game and the Gameboy had been around in the early 80s.

Dean Young, Bury

80%

## Kirby's Pinball Land

Nintendo

First we had Kirby's Adventure, then Kirby's Dreamland and finally Kirby's Pinball Land. What next for this irritating little round ball of job? Hopefully a smack in the face!

Kirby is becoming very popular – too popular. He was plucked from obscurity after failing an audition for a 'Slim Fast' advert for being too fat. Now he's starring in his own Game Boy games.

The type of gameplay is of course pinball. There are more tables than an MFI showroom. That is if the showroom only has two tables. The trouble is when you've played one table you've played them all. They are all basically the same. Really, the whole caboodle is 'Revenge Of The Gator' with knobs on!

The music is like a 24-hour radio wurlitzer of Cliff Richard music (where would we be without Cliff eh? – Ed). It's that bad!

One of the tables has a one armed bandit type thing. It is so like the real thing, except it doesn't have cigarette burns on the nudge button.

There are bonus screens, one of which is a football type game. You can play like Liverpool FC or you could play well.

I bought this cart on sale from my local Woolies. Yes it is quite unusual for a sweater shop to sell Game Boy games (not really, Woolworths stores everywhere seem to sell them nowadays – Ed) but it's not as surprising as Kirby's success.

Now you've read my review, you will know what I think of this game. Let me get this straight, Kirby's Pinball Land is not a bad game, it's just a really terrible one.

Revenge Of The Gator is much more addictive and original. The graphics may not be up to much but who cares?

The best thing they can do with Kirby now is to make a handbag and matching accessories out of him. You can probably have more fun with a handbag than you can with this game.

Anyway, at least there is one good thing about this cart – it makes a great beer mat! (Small beers you drink in Yarnfield methinks – Ed once again).

Neil Hassal, Yarnfield

62%

## Jurassic Park

Ocean

Film licence games aren't very good, with the exception of the Star Wars games. Strangely, here is a game that is very good.

You will probably know the storyline, but for those that don't, Dr. Grant has been invited to a new theme park along with some other people. Then it all goes wrong and that is where you start the game. A lot of dinos want to eat your brains for breakfast but at least you've got a gun.

The animation is great apart from when you jump, and the music is brilliant when you blow up a dino – there's an explosion that sounds incredibly real.

Most mags said that the egg collecting gets boring at about level four, but I think it's good for all six. To add to this, it's a nice challenge.

Not only do you have to find all the eggs and get into the buildings, but Tim and Lex are trapped! You must find them and avoid the T-Rex and a herd of Triceratops – and that's only levels one and two. Buy it!

Alex Jones, Rochester



89%

## Super Mario Land 2

Nintendo

This is a brilliant game. The graphics and sound are much better than the first instalment. The gameplay is cool and the sprites are well drawn. The only problem is the lastability with the battery back up, but it's still VERY tricky on Wario's castle.

When you've completed it for the first time, you'll come back for more and still find hidden rooms, extra lives and short cuts through the levels.

A definite game for coming back to again and again. I know I did. A must for Mario fans and platform lovers alike.

Sion Bonett, Cardiff



93%

That's all for this month. If you fancy sending us reviews of games, be they good or bad, remember to keep 'em short, keep 'em sweet and try your best to keep 'em neat.

**Public Eye,  
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# Free Classified

## SALES

Game Boy games, Pinball Revenge of the Gator, Tiny Toons Babs Big Break, Battle Toads, Nemesis 2, Crash Dummies, £14 each ono. Phone 0734 832955

Game Boy games for sale: Super Kick Off £10, Radar Mission £10, Solar Striker £10, Mario Baseball £10, NFL Football £10, WCW Wrestling £10. All boxed with instructions except NFL. To get your hands on a bargain call 041 883 9862 quickly.

NES, 2 hand controllers, 12 top games (all boxed with instructions) £95 ono. Roshan Senaratne 081 907 5350

Game Boy plus 12 games £140. Includes Mortal Kombat, Mega Man 2, Double Dragon, Spiderman, T2, Prince of Persia, Super Mario Land and more. Tel: 081 644 6744

Game Boy for sale with 17 games including SML 1, Wario Land, Top Ranking Tennis, Nemesis 2, F1 Race, Bill and Ted's Adventure, Gargoyles Quest, Krusty's Fun House, Metroid 2, Play Actio Football and lots more + 4 player adaptor, carry bag and Game Genie £235. Call Tristan on 081 986 3238

For sale Game Gear with two games: Columns and Global Gladiators. Sell for £60. Includes boxes and instructions. Phone 0504 311656. Ask for Wendy after 4pm

Game Boy for sale - good condition, boxed, 50 game cartridge, carry case, mains adaptor, light magnifier, 2 player lead, batteries £75 ono Phone 0923 263916

Alfred Chicken and Kid Dracula as new £12.50 each or may swap for a decent SNES game.

GB Action mags for sale. Numbers 8 to 26 £23 the lot including postage. May split. Gary Smith, 53 Huckford Rd, Winterbourne, Bristol, BS17 1DX. Phone 0454 775671

For Sale: Anything I can get, tell me what you want and I'll try to fix you up!!! Write to L.A. 5 Kelvin Ave, Sneyd-green, Stoke on Trent ST1 6BP

For sale: Planetarium (£3.99) Marvel Super Hero annual (23 page Iron Man special £2.99) Last of the Mohicans poster 20p, Housesitter poster 20p, Gremlins: The Making book £1.50, Topper annual 1992 £1.50. Ring 0782 272471 ask for Lee

Sell my Game Boy + 8 games. Titles include Wario Land and World Cup USA '94 £200 ono. G I Duffley, 13 Deva Road, West Kirby, Wirral, L48 4DB 051 625 7286 (ask for Gary)

Whoppa offer! Game Boy with: mains adaptor, SML, Bart Simpson's Escape From Camp Deadly, Lemmings, Super RC Pro Am, Tetris, Zelda and Battletoads all with boxes and instructions. Worth £200. Sold for £100. Ask for Simon 0223 833738

For sale: Sega Mega Drive, two pads, four games, Sonic, Mega Games 1, World of Illusion and Global Gladiators. Boxed as new. Cost over £200 sell for just £80. A bargain buyer must collect. Phone Chester 0244 332107

Listen up! I will sell my Game Boy with 9 games, including Wario, Zelda, Battletoads etc. also with light magnifier, battery pack, amplifier and bum bag carry case. Worth £250, sell for £85. Ring 061 225 5356 after 6pm and ask for George. Bye!

For sale Game Boy plus 3 games, Tetris, Double Dragon and Super Kick Off + light magnifier + two player lead + 12 issues of GB Action. Also a free year subscription to GB Power (worth £6.50). All this for £50. Contact Chris Ewens at 43 Mingay Road, Thetford, Norfolk, IP24 3JJ or tel: 0842 753810

For sale: GB games Solomons Club and Robocop 2 £12 each. SNES games Mystic Quest £20 (with book) Soul Blazer £25. Wanted Zelda 2 for NES and Phantasy Star for Master System. Also Zelda 1 NES instructions and maps wanted. Ann Simpson 0121 360 5013

For sale Atari Lynx including Chequered Flag and California Games and adaptor. VGC. All boxed £85. Phone Danny on 0280 82328

For sale Atari Lynx 2, carry case, adaptor and 10 games including Bill and Teds Excellent Adventure, Hard Drivin', European Soccer Challenge and Warbirds. All for £65. Call Richard on 0344 771436 after 4pm.

For sale Pro Action Replay, light magnifier and 6 Game Boy games: Super Mario Land 2, Super Kick Off, Jordan vs. Bird, Fortified Zone, R-Type and Turtles 2. All for £55. Call Richard on 0344 771436 after 4pm

All games £10 - £15: Batman Animated Series, Star Wars, Track and Field, McDonaldland, Dr Franken, Nemesis, Fortress of Fear, Navy Seals, Race Drivin', Jimmy Connors Tennis, all as new boxed with instructions. Phone J Beerman on 081 907 9713

For sale C64 with joystick, games including Out Run, leads, transformer and tons and tons of manuals. Will sell for £50. Phone Joe on 0532 672789 between 5 and 6pm

For sale: 6 Game Boy games - Lamborghini Challenge, Mega Man 2, Star Wars, Super RC Pro Am, Krusty's Fun House, all mint condition £8 each or 3 for £20. Also Parasol Stars, World Cup and Phantom Air Mission no box or instructions £5 each. Contact Mike on 0639 843335

For sale - wide range of videos £7 each or 3 for £20. Also available wrestling videos (WWF) Royal Rumble '90, Wrestlemania 5 £8 each, Wrestlemania 4 £10. Contact Mike on 0639 843335

For sale - 6 Amiga games, Switchback 2, Goal, D-Day, Caesar, John Madden, Battle Isle £12 each or 3 for £30. Contact Mike on 0639 843335

GB, Tetris, Mysterium, carry case, mains adaptor, car adaptor, issues 21 - 28 GB Action for sale £50. Also World Cup USA '94, Tiny Toons 2, Zelda, Kirby's Pinball Land, Wario Land for sale at £15. All games are boxed with instructions. Phone Bill on 0656 862246

For sale: Game Boy, excellent condition + 7 games including Wario 93%, Zelda 96% and Alien 3 90%. Also light magnifier, playable case, rechargeable AC adaptor, carry case and car adaptor. Worth £250 will sell for £175. I'll even

throw in 6 GB Actions and 2 NMS. Ring 0372 272702 and ask for John

Games for sale. Either SNES or Game Boy. Sunday or Monday evenings only. 0323 833022

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Listen up. I have 5 games up for grabs, including Lamborghini American Challenge and Quirth. If interested phone 0424 712608 and ask for Russ

For sale: Booster Boy £20, Duck Tales £5 (no box or instructions), or any of my games for £10 - £15: Zelda, Battletoads, Paperboy, Mario and Yoshi and more. Phone Joseph Chin 0455 634067

Master System 2 for sale with 7 games including Jungle Book and Alien 3, everything boxed most with instructions. Will sell for £70 ono. Will sell games separately for £20 - £25 each. Ring Matt on 0532 672212 after 4pm

Super Mario Land, Qix and Tetris. £20 the lot. Phone 0204 862617

Master System for sale, excellent condition with two joypads and joystick and light phaser plus 5 games boxed and also with instructions. Phone after 6pm Aiden O'Neill, 51 Eskragh Hill, Cranlome Galbally, Dungannon, Co. Tyrone BT70 2PD 0868 758336

For sale. Game Boy with light magnifier, Sensible Soccer, Nigel Mansell's World Championship Racing and Jurassic Park. Only £45. Call 0702 584042 and ask for Mark

Game Boy for sale £30. Games for sale, MK £15, Zelda £15, Parasol Stars £5, Nemesis £10, Terminator 2 £10, Super RC £10, Super Mario £10, Super Mario 2 £15, Double Dragon £10, Tetris £5. Excellent condition all boxed with instructions. Prices negotiable. Richard 081 302 1277

Mario Land 1 for sale £10 -£15. Hard case only. No instructions. Bart's Escape from Camp Deadly boxed with instructions £15. Stuart Brown, 51 Stoctons Green, Knebworth, Herts, SG3 6DH

Game Boy games for sale: Open Golf, Kid Dracula, Nemesis, Mario Land and Track and Field. All boxed with instructions. Unused. Tel: 0956 501607 evenings

Game Boy for sale with Krusty's Fun House, Mortal Kombat, Battletoads, Zelda, Pinball Dreams, Dr Franken. All in good condition and packed with instructions plus adaptor and Game Boy case. All that for just £139. Phone Matthew on 0734 332771

Game Boy games boxed as new. Bubble Ghost (90%) and Bill and Ted's Game Boy Adventure (90%) £13 each or £24 for both. Phone 0793 827245 or write to: EW, 7 Rettingham Way, Kingsdown Park, Stratton, Swindon, Wilts SN3 4UE

Super Nintendo games Zombies and American Bart's Nightmare, both boxed as new £20 each. Mario World no box or instructions £10. Phone 0793 827245 or write to: EW, 7 Rettingham

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For sale: issues 1 - 28 of GB Action. Will sell for £25. Phone after 4.30pm or at weekends. Issue 25 missing. Must be in Wokingham area. Ask for John on 0734 792675

For sale: Mega Drive with 4 joypads, 21 games, Master System converter plus 2 games. Everything boxed with instructions. £400 ono. Must be Wokingham area. Phone 0734 792675 after 4.30pm or at weekends and ask for John

Either Game Boy or SNES games for sale. Sundays or Mondays after 6pm 0323 833022

For sale Game Boy with Robocop, Motocross Maniacs, Hook and Tetris in carry case with light magnifier and mains adaptor. Fully boxed for £65. Dean Robinson 0332 666572

## PENPALS

Help, I'm bored! Female penpals 16 - 20 wanted. I like pop music and sport, especially football. I love going out and having fun. Everyone guaranteed a reply. Photo if poss. Write to Darren Hosany, H131 Lupton Flats, Alma Road, Headingley, Leeds, LS6 2PG

Hi! I'm a 14 year old female looking for m/f penpals 13+. I like Metallica, Paradise Lost, Megadeth, Wildhearts etc. I'll answer all letters. Write to: Lauren Stuart, 20 Park Street Lane, Park Street, St Albans, Herts, AL2 2LZ

Hi! 14 year old boy looking for a sexy female penpal aged between 12 and 14. Recent photo of yourself needed. First one I will answer. If interested write to: Sean Brown, 9 Watermills Close, Barlows Lane, Andover, Hants, SP10 2ND

Hi my name is Gianni. I would like some penpals from all the world. If you would like to have a nice, funny and interesting correspondence write to me. We can be friends forever. Answer for everybody, any age. Gianni Fusco, 6310 11th Avenue, Apt 3A, Brooklyn, New York, 11219, USA

I'm an African boy of 19 years of age. My hobbies are moulding planes and reading. I want penpals from all over the world. All letters will be replied. Please write to: Benjamin T Doe, c/o Stephanus Nunod, PO Box 11516, Accra, Ghana

Help! My name's Jeff, I'm 29, single and seek female 21+, Tetris 1 + 2 addicts. If you exist, please write and I'll get my gamelink out of mothballs! (still unused), and guarantee reply! Jeff Hine, 102 Gonville Road, Thornton Heath, Surrey, CR7 6DB

Hello to all you sexy girls out there! I'm 18 years old and I'm looking for 17 - 20 year old girls with a Game Boy and a good personality and like music. Please can you send me a photo of yourself. So get your pen and start writing to Steven Bailey, 1 Langmans Way,

Goldsworth Park, Woking, Surrey, GU21 3QY

Female penpals wanted between the ages of 13 - 16. I like just about everything. So write to me now! Robbie Kerr, 57 Burbage Road, Hinckley, Leics, LE10 2TS

Hi! I'm a 15 year old girl looking for a male/female penpal, of any age. I like music and watching TV. No computer talk please! Send a photo if possible. Write to: Katie Lovell, 10 Colvin Close, Exmouth, Devon, EX8 2HN

Male/female penpals wanted, age 14 - 16. I like Queen, REM and most chart music (except Take That). Need not live in England. Must like having a laugh (after all you need to in this world). Send your reply to: Jo Thorn, 8 Purbeck Road, Chatham, Kent, ME4 6ED

Read or else! I want a penpal any age, anywhere. I'm 12 and I like everything you like, so please just write to me a poor Scottish 12 year old. Girls only please. Tara. Louise Mclellan, 12 Kirkoswald Road, Newarthill, Motherwell, ML1 5JS

Wanted female penpal for lonely male aged 12 -13. Must own Game Boy and support Liverpool. Recent photo please. Michael Ellis, 35 Newison Ave, Pontefract, West Yorks, WF8 2LT

## SALES/SWAPS

For Sale or swap: Tiny Toons, Mario 2, Batman, Bugs Bunny, Super RC Pro Am, Tetris, Zelda, Super Kick Off, Blades of Steel. Sell for around £12 each. Swap for Pinball Dreams, Kirby's Pinball, or any decent game over 80%. Phone Richard on 0342 892377 on Tuesday evenings or write to me at 41 Lagham Park, South Godstone, Surrey RH9 8EW

I will sell Lemmings to the highest bidder or swap it for Pang, Wario or Ferrari Grand Prix Challenge. Must have plastic case and instructions. Mine does. Phone 081 444 5380 and ask for Digby. Must be London area, if not buyer collects or pays postage.

I have Sim City 2000 for the PC, worth £40. I will sell for £20. It is boxed and is in good condition. Or I will swap for Monster Max plus £5 or MK2 plus £5 for Game Boy. Brindley Pullin, Englefield Down, Stalybridge Road, Henstridge, Somerset, BA8 0SA or phone 0963 363525

Hello. I want to sell or swap my SNES and Mega Drive games. Also I will buy games and add ons as long as they have boxes and instructions. All games considered. After 6pm tel: Malcolm on 0463 711205 (Scotland)

Game Boy games for swap or sell. Star Wars, Mortal Kombat, Adventure Island. All the above games have boxes and instruction booklets or Battletoads 1 (no box) or 2 (no instructions). Will swap games for Wario Land, Bubble Bobble 2, Duck Tales 2, Zelda, Mario Tennis or any other good Game Boy game. Games prices are Star Wars and MK £15, the rest are £10 or swap one game for Game Genie, or buy 1 for £6. If interested write to Miss L Fox, 87 High Street, Staple Hill, Bristol, BS16 5HE



# ied Adverts

Hi! I will sell any 2 of my Game Boy games for £10 or swap any 3 of my games for 1 of your game. My games are Battletoads, Metroid, Burai Fighter, Hyper Lode Runner, Chase HQ or Dragon's Lair. Please phone this number 0844 217096 on Monday, Tuesday or Wednesday between 5-6pm and ask for Kit

## SWAPS

I would like to swap Paperboy, Tazmania, Mario Tennis, T2 and Sensible Soccer. I will accept Looney Tunes, Alfred Chicken, Star Wars; Yogi Bear, Dynablaster, Empire Strikes Back and Alien vs Predator. Must be boxed and have instructions. Ring me between 7pm and 8pm on 0532 304977. My name is Darren.

Will swap T2 Judgement Day for Kirby's Dream Land. Tel 0606 554695 and ask for Jan from 6pm-9.30pm

Swap my Ultima Runes of Virtue, Super Kick Off, Robocop, Flintstones, Zool, Turrican and Dynablaster for Lemmings, Parodius, Looney Tunes, Monster Max, Super Scrabble or Final Fantasy Legend 3. If interested call Colin on 0924 444810

Swap Krusty's Fun House, boxed, for Alfred Chicken boxed. Please contact Mrs S Armour, 68 Brecks Crescent, Brecks, Rotherham, S Yorks, S65 3HU

I will swap Zombies Ate My Neighbours for Sim City or Vegas Stakes. Phone after 5pm on weekdays and ask for Anthony. 091 455 6400

Will swap Empire Strikes Back with instructions for Jungle Book, Zool, Monster Max, Alfred Chicken, Yogi Bear or Tiny Toons. Phone Suzy on 0382 75000

Will swap Best of Best, Speedball and Hunchback for Nigel Mansell, Track and Field and F15. Call Wayne on 0734 328993

I will swap my Zelda, Mortal Kombat, Side Pocket, Alien 3, Asterix, Qix, Battle of Olympus, for Mortal Kombat 2, Bases Loaded, Mystic Quest, NBA All Star Challenge 2, Populous. Don't delay, phone today. 0344 425026 any time.

I will swap Gremlins 2 for Super RC Pro Am or Mortal Kombat. Also will swap Track Meet for either of them. Both games boxed and in mint condition. Phone Daniel on 0275 879145 after 6pm

I will swap SF2 (one the SNES) for your Turtles Tournament Fighter or Fatal Fury 2. Phone 0224 644912 and ask for Thomas

I will swap my Battle of Olympus for Tiny Toons. Also I will swap Othello (84%) for your Nintendo World Cup. Brindley Pullin, Englefield Down, Stalybridge Road, Henstridge, Somerset, BA8 0SA or phone 0963 363525

I will swap Game Boy games Kirby's Pinball Land, Wario Land, Mega Man 2, Beetlejuice, Dragon's Lair and Looney Tunes for Alfred Chicken, Probotector, Lamborghini, Top Ranking Tennis or Jungle Book. Phone 0296 392244 (Aylesbury) and ask for Michael

I will swap Dr Franken for Dr Franken 2. Also Tiny Toon Adventures for Splitz, Bubble Bobble or Real Ghostbusters. Others considered. Tel Lynne on 0745 887697

Swap my Pop Up, Konami Golf, TMNT 3 (all boxed with instructions), Addams Family, Super Mario Land 1 (instructions only) and F1 Race (no box or instructions) for good games, 80%+, MK, Zelda, Jurassic Park, Sensible Soccer if possible. Phone Chris on (0256) 862224

26 year old gamer with games to swap. T2, Dr Franken, Chuck Rock, Fortress of Fear, Nemesis, Castlevania, Battletoads 2, Batman Return of the Joker. Swap for Tiny Toons, MK2, Wario, Empire Strikes Back, Star Wars, Mystic Quest. Make this wrinkle happy!! Paul Blackwood, 37A Scott Street, Galashiels, TD1 1HW

Fantastic Offer. I will swap my four player adaptor with instructions, not boxed and only used once, with Fist of the North Star game, for your Game Genie or Pro Action Replay. Write to: Chris Hindley, 78 Wepre Park, Connagh's Quay, Clwyd, CH5 4HN

I will swap Kirby's Dream Land (90%), Battletoads (91%), or Mortal Kombat (88%) for Race Days, Yogi Bear, Alfred Chicken or any other good games. Write to: Paul McGovern, Oughty, Drummin, Westport, Co. Mayo, Ireland

I will swap my World Cup USA for either Pinball Dreams, Wario, Monster Max, Alfred Chicken, Race Days or Speedball 2. Call Thomas on 0792 862 966

Ireland only. Will swap Mario, Tetris, Robocop, Mega Man 2, Battletoads, T2 or Prince of Persia for any game, preferably: Batman, Krusty's Fun House, Alien 3, Star Trek TNG, Lamborghini, Cool Spot, Spiderman 3, Populous, Robin Hood, Blades of Steel, Star Wars, Jurassic Park, World Cup USA '94, Micro Machines, Aladdin, Empire Strikes Back, or World Cup Striker. Remember, other games will be considered. Tel: Eoin 091 26853

Note: might swap Zelda for 2 games or 1 game plus a Pro Action Replay or swap 1 game for a Pro Action Replay

I will swap my Super RC Pro Am for your Nigel Mansell's World Championship and my Populous for your Star Wars. Must be boxed and have instructions because mine have. If interested call Anthony on 0236 732520 Scotland

## MISCELLANEOUS

Cheats, cheats and more cheats. Over 200 hints and tips for Action Replay, Game Genie and hints and tips for the Game Boy. Send 70p to C. Ewens, 43 Mingay Road, Thetford, Norfolk, IP24 3JJ

Game Gear and Game Boy users listen up. Tips, guides and cheats for most games. So write to: Tyrone Knight, 50 Tarring Road, Worthing, Sussex BN11 4ET

Zelda guide is here. Now £1.99 for guide and £1.50 for codes. Please send SAE. Ones without won't be replied. Send to: Tips at your fingertips, Pentland View House, Lothianbar,

Edinburgh, EH10 7DZ. Make P/O's and cheques payable to Michael Ramyar

## CLUBS/MAGS

Issue 4 of GB Power is out. A 32 page bumper issue, it's packed with reviews, 9 pages of cheats, 4 comps, 2 chances to win a Game Boy game, plus loads of clubs to join. All this for just 50p. Send your name and address to C. Ewens, 43 Mingay Road, Thetford, Norfolk, IP24 3JJ. Send cash, p/o or cheques.

Can't afford to pay £20 to £30 for a new game when it will only take about a month to complete? Well, from as little as £1 per month you can hire a game for a whole month. Games include Mortal Kombat (GB Action rated 87%), Bart Simpson's Escape From Camp Deadly (86%), F1 Race (88%), Motocross Maniacs (80%), plus loads more games. Also for hire SNES games. Just send name and address to C. Ewens, 43 Mingay Road, Thetford, Norfolk IP24 3JJ

Issue 5 of GB Power is out. Packed with reviews, comps and cheats. Send 50p to C Ewens, 43 Mingay Road, Thetford, Norfolk IP24 3JJ

Cheater Pro issue two out now. With cheats for Mortal Kombat, JP and more. What else do you need? Send 40p, a 1st class stamp and your address to: Cheater Pro, 18 Roselea Avenue, Welton, Lincoln, Lincs, LN2 3RT

Why buy when you can hire. A new Game Boy hire dub is starting soon, lots of games old and new including Wario Land, Fidgetts, Alfred Chicken, Lemmings, Dr Franken, only £2.50 for 2 weeks hire. Send a SAE for details to: Steve Beverley, 11 Marchburn Court, Northfield, Aberdeen, AB2 7PQ

Amiga disk mag: if you have an Amiga contact me, Mark, at 4 Chestnut Close, Herstonmonceux, E Sussex, BN27 4PU

## WANTED

Wanted for the Game Boy: Super Scrabble and/or Final Fantasy Legend 3. State what games you want in exchange or name your selling price.

Please phone soon as I'm desperate. Tel Colin on 0924 444810 Now!

Wanted Tiny Toons 2. Will pay a fair price. Phone James between 6pm and 8pm on week nights only. 0604 458194. Thanks.

GB Action issues 12 - 28 £1 each (min 5 issues) or £20 for all. You must pay for postage if you want to sell. Write to Koh Chung Wei, Telok Blangah Drive, Block 52 #05-86, Singapore 0410

Wanted: instruction booklet and maps for Zelda 1 on NES. Only want to copy them not keep them. I'll pay postage. Please help I'm desperate. Ring Ann on 0121 360 5015. GB games for sale or swap. Thanks

Wanted: GB games Final Fantasy 2 and 3. SNES games Turn and Burn and Soul Blazer 2. Mega Drive game Shining Force 2. Master System game Phantasy Star. NES game Zelda 2 and Zelda instructions and maps to copy. 0121 360 5015

Wanted very badly Bubble Ghost. Will pay £20 or swap for Alfred Chicken. Must live in Kent. Phone Andrew Martin 081 467 0573

Wanted Zelda for GB. I will pay up to £15 for it. Please I am going mad without it. Call Joseph on 071 732 7518 after 6pm. I am waiting for your call. PS Or swap for WWF2 and £5.

Wanted: any Atari games for the old 800XL. Would prefer Hit Squad or Zeppelin Games. Please send your lists of games to: G Johnson c/o Chris Hindley, 78 Wepre Park, Connah's Quay, Clwyd, CH5 4HN

Wanted: 'Heroquest' for the ZX Spectrum 48K and any of the Hit Squad games except for Green Beret, R-Type, Driller, Ghostbusters 2, and Super Hang On. Send lists to Chris Hindley, 78 Wepre Park, Connah's Quay, Clwyd, CH5 4HN

Wanted: Pirates on NES. Instructions if possible. Will pay £15 - £20 for it. Phone 031 337 5581 after 3.30pm on weekdays or any time weekends. Also must have map that was included with the game. If you have the game you know what I mean

Hey you! Yes you! Games wanted. Bugs Bunny 2, Faceball 2000, Miner 2049er, Boxxle 2, Q-Bert, Super Mario

Land 2, Speedy Gonzales, Zool, Alien 3, Castellan, Kirby's Dream Land, Chessmaster. Will pay £12 for each, must have instructions. Bye now. Steve Beverley, 11 Marchburn Court, Northfield, Aberdeen, AB2 7PQ

Wanted. Early 1980's electronic game 'Pocket Draughts' by Scisys. It looks like a 4in by 6.5in flat black box with lid, inside is an electronic draughts game you play with the computer. It runs on 3 AAA batteries. Do you have one? Steve Beverley, 11 Marchburn Court, Northfield, Aberdeen, AB2 7PQ

Please, please, please help! Desperately wanted music CD single 'For Her Light' by Fields of the Nephilim. Anybody got a copy or know anybody else that has, good price paid, look through your CD collection now please! Steve Beverley, 11 Marchburn Court, Northfield, Aberdeen, AB2 7PQ (Andy has the 7", 12" and CD and said you can't have any of them because they're special!)

Wanted - Alleyway for the Game Boy. Will pay £10 for an excellent condition game. Instructions and case needed. Write to: Sean Brown, 9 Watermills Close, Barlows Lane, Andover, Hants SP10 2ND

Wanted: the GB Actions with dungeon six of the Zelda Guide inside. Must be in good condition. Will pay up to £1 each. Only in Edinburgh are. Will collect. Phone Edwin 031 333 4662

## PERSONAL

Hi to Daniel Buscombe. Why haven't you written back? Was it something I said? From your penpal, Catherine. Also hi to anyone who goes to St Bede's High School in Blackburn! Catherine Ross, 17 Sunnyhurst Lane, Darwen, Lancs, BB3 1JN

Bluto (aka Kevin Wilks) are you still out there? Contact me: Mark Clatworthy, 4 Chestnut Close, Herstonmonceux, E Sussex, BN27 4PU

Gibby are you out there? It's HG, you wrote to me. I've lost your address. I want to be penpals. I'm 13 year old female. Please if you want to be friends contact me. Helen Geary, 36 Collingham Rd, Leicester LE3 2BA

PHOTOCOPIES ARE ACCEPTED. Please include this advert in the next available issue of GB Action


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# PURE GAME BOY EXCITEMENT NEXT MONTH

WE WISH YOU A MERRY CHRISTMAS AND A HAPPY NEW YEAR!  
It's the start of a new year. Hooray! What will 1995 bring? Read on!

**A**nother manic month closes and the next one is beginning to rear its head already. As usual, it's all go here in preparation for next month's issue of GB Action.

The first issue of the New Year brings us a review of the latest game to feature Macauley Culkin (the ultra-talented blonde kid from the Home Alone films), as the most eagerly awaited movie of the year (yeah right), The Pagemaster, gets its Game Boy release courtesy of Virgin.

Yet another footy game crawls its way forward in the form of Nintendo's Soccer, and if we're really REALLY lucky we may finally see Space Invaders re-emerge along with the Game Boy Gallery, also from Nintendo.

All of this plus the best Game Boy tips and cheats in the land. As if this wasn't enough, there's the best news, reviews and previews in the world. Look no further than the January issue of the world's best GB mag, and remember, no other mag has as much GB coverage. **GBA**

The second part of our epic Monster Max guide will feature strongly in the hints and tips section. Will Max ever become a rock star and save the world from peril? GB Action has all the answers to help you along the way.



# GB ACTION

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